Subject: Drop animations from Scripts.dll
Posted by Dante on Tue, 09 Mar 2004 16:06:51 GMT
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jonwillt depends on how you want the vechicle to appear.

Tell me exactly what you want to happen (e.g. When player enters this zone, deduct this much money from the playera and do the nod airstrip animation to make the vechicle appear)

jon, i think his aspects of how he is describing it is all off. he isn't trying to mod scripts.dll really, but actually make it so when a player enters a zone, timer countdown (i.e. spawn), and power up (also a spawn), then a text cinematic will be shown, either dropping off a vehicle or whatnot.

1. Create a new spawner, set the time limit (i.e. 5 minutes if you so like)
2. Make the object of the new spawner Invisible_Object.w3d
3. Attach the script Test_Cinematic to it,

now, every time that object spawns, it will run the text cinematic, and destory its self, there fore restarting the timer.

The power up can be done very similarly. And i believe there is a GTH_Zone script for cinematics (i know i had him do that one, at least remember it...)

So yeah, just check out those 2 first, and get to know how to do text cinematics, i have a tutorial on renhelp.co.uk, so get to it