
Subject: Setting Camera Object

Posted by [CnCsoldier08](#) on Tue, 28 Dec 2004 03:29:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ok..I'm making a cinematic, and I want it create a sort of cutscene type thing, I have it all working great, except the camera.

How do I 'Set a Camera Object'?

Subject: Setting Camera Object

Posted by [bigwig992](#) on Tue, 28 Dec 2004 04:16:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

Dust off old cinematics

Here's a good example.

;camera

-0 Create_Object, 0, "PM_Camera2", 0, 0, 0, 0

-0 Control_Camera, 0

-0 Enable_Letterbox, 1, 1

-150 Control_Camera, -1

-151 Control_Camera, 1

-600 Control_Camera, -1

-601 Control_Camera, 0

-700 Control_Camera, -1

-700 Enable_Letterbox, 0, 1

;peeps

-0 Create_Object, 1, "PM_SpawnBones", 0, 0, -1, 0

-0 Play_Animation, 1, "PM_SpawnBones.PM_SpawnBones", 0

-0 Create_Real_Object, 2, "CnC_Nod_RocketSoldier_0", 1, "spawn1"

-5 Attach_to_Bone, 2, 1, "spawn1"

-5 Play_Animation, 2, "s_a_human.h_a_a0b1", 1

-0 Create_Real_Object, 3, "CnC_Nod_FlameThrower_0", 1, "spawn2"

-15 Attach_to_Bone, 3, 1, "spawn2"

-15 Play_Animation, 3, "s_a_human.h_a_a0b1", 1

-0 Create_Real_Object, 4, "CnC_Nod_Minigunner_0", 1, "spawn3"

-15 Attach_to_Bone, 4, 1, "spawn3"

-0 Play_Animation, 4, "s_a_human.h_a_a0b1", 1

-0 Create_Real_Object, 5, "CnC_Nod_FlameThrower_1Off", 1, "spawn4"

-5 Attach_to_Bone, 5, 1, "spawn4"

-20 Play_Animation, 5, "s_a_human.h_a_a0b1", 1

-0 Create_Real_Object, 6, "Nod_Kane", 1, "spawn5"

-5 Attach_to_Bone, 6, 1, "spawn5"

-0 Play_Animation, 6, "s_a_human.h_a_a0b1", 1

;vehicle

-600 Create_Object, 7, "PM_CarBone", 0, 0, 0, 0

-600 Play_Animation, 7, "PM_CarBone.PM_CarBone", 0

-600 Create_Real_Object, 8, "CnC_GDI_Humm-vee", 7

-600 Attach_to_Bone, 8, 7, "Box01"

Subject: Setting Camera Object

Posted by [CnCsoldier08](#) on Tue, 28 Dec 2004 17:23:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

Solved
