
Subject: Cinematic Questions

Posted by [Oblivion165](#) on Fri, 27 May 2005 19:15:29 GMT

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Im messing around with Cinematics, and i got a few questions.

Ok first off, how do you make a Vehicle/Character shoot at 1 certain object?

Such as if i make a bone in a object, lets say "Target", then when the cinematic spawns a Minigunner, no matter whats around him (Buildings, Players, etc) he will only fire at that bone.

If this gets answered ill post another.

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Posted by [CnCsoldier08](#) on Fri, 27 May 2005 22:24:23 GMT

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Attach_Script, 1, "JFW_Cinematic_Attack", "1, ID TO SHOOT AT, 50, 0, 1"

Look at the other parameters in LE

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Posted by [Oblivion165](#) on Fri, 27 May 2005 23:32:04 GMT

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The problem is that the ID would have to be a cinematic Id though, correct?

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Posted by [CnCsoldier08](#) on Sat, 28 May 2005 15:58:49 GMT

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Just the id of an object in LE..

The way I did this is I craeted an object without objectile settings that was invisible and attached it to the object I wanted to be shot at. So..the things will hit their target, but it will go through it, hitting your target =D

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Posted by [Oblivion165](#) on Sat, 28 May 2005 19:11:57 GMT

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Hmm seems like its on the right track. I want it to attack the beacon location. So when a player

places a beacon, it will be a custom ID, i dont think they are all the same ID ingame.

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Posted by [bigwig992](#) on Sat, 28 May 2005 23:58:40 GMT

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They don't. You'll need some kind of script to get the object ID of a beacon when it's placed.

Heh, tweek, I remember when we thought of putting the bone inside the tesla coil so they'd shoot it. Good times.

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Posted by [Oblivion165](#) on Sun, 29 May 2005 02:02:45 GMT

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OK, i see what you mean, but how do you plug the script return into the text cinematic?
