
Subject: And the big feature in scripts.dll 3.0 is...
Posted by [jonwil](#) on Tue, 12 Sep 2006 11:09:00 GMT
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...A complete functionally identical clone of the Test_Cinematic script used to run cinematic text scripts. (with any luck it will be functionally identical, as with cloning anything this complex one can never be 100% sure without a lot of testing)

There are other big features but I cant talk about those yet

Subject: Re: And the big feature in scripts.dll 3.0 is...
Posted by [LR01](#) on Tue, 12 Sep 2006 16:19:07 GMT
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does that work in MP?

Subject: Re: And the big feature in scripts.dll 3.0 is...
Posted by [jnz](#) on Tue, 12 Sep 2006 17:28:33 GMT
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cinimatic? like between missions?

Subject: Re: And the big feature in scripts.dll 3.0 is...
Posted by [CodedRiceCracker](#) on Tue, 12 Sep 2006 17:37:47 GMT
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the movies between mission are pre rendered...
they are just a video file.

i think the c130 drop is an example of the cinematics in question

Subject: Re: And the big feature in scripts.dll 3.0 is...
Posted by [jonwil](#) on Tue, 12 Sep 2006 18:23:23 GMT
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Yes, I am talking about the Test_Cinematic script used for the c&c_c130drop.txt file and other such files.

Subject: Re: And the big feature in scripts.dll 3.0 is...

Posted by [jnz](#) on Tue, 12 Sep 2006 18:24:26 GMT

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CodedRiceCracker wrote on Tue, 12 September 2006 18:37the movies between mission are pre rendered...

they are just a video file.

i think the c130 drop is an example of the cinematics in question

this is going to be cool, so im guessing that you say in a text file that you want lets say a light tank to move from a to b and then blow up it would?

Subject: Re: And the big feature in scripts.dll 3.0 is...

Posted by [LR01](#) on Wed, 13 Sep 2006 15:16:44 GMT

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can you also take control of the camera of the client?

EDIT: O, I see you cant

(and how would I make a A-10 strike?)

Subject: Re: And the big feature in scripts.dll 3.0 is...

Posted by [CodedRiceCracker](#) on Wed, 13 Sep 2006 17:24:41 GMT

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If you play level 2 (detention center), you will get to a point where an a10 strikes a few light tanks. this too is a cinematic textfile, but i dont know the name. I guess it's a matter of copy pasting the ingredients and mix it up in your custom cinematic txt cocktail.

edit: typo..

Subject: Re: And the big feature in scripts.dll 3.0 is...

Posted by [bisen11](#) on Thu, 14 Sep 2006 12:45:43 GMT

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So what's the advantage of using cloned scripts as opposed to original?

Subject: Re: And the big feature in scripts.dll 3.0 is...

Posted by [jonwil](#) on Thu, 14 Sep 2006 13:19:48 GMT

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The purposes of cloning this script are as follows:

- 1.Improve my reverse engineering skills
- 2.Improve knowledge of the engine (in the process of reverse engineering this script, I discovered that my definition of Get_Sync_Time was wrong for example)
- 3.Provide something for other people to learn from
- 4.Discover how the script works (the details I posted in the other post are more accurate than any previously existing tutorial on how to write cinematic text scripts)
- and 5.Provide a base to build upon. With this new script (or one based on it), changes could be made to make more things possible through cinematic text scripts.

Subject: Re: And the big feature in scripts.dll 3.0 is...
Posted by [reborn](#) on Thu, 14 Sep 2006 13:37:31 GMT
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Nice one John, being restricted to finding different ways of triggering test_cinematic is limiting.. with the source of of your clone alot more will be possible. Two thumbs up

Subject: Re: And the big feature in scripts.dll 3.0 is...
Posted by [LR01](#) on Thu, 14 Sep 2006 14:25:23 GMT
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CodedRiceCracker wrote on Wed, 13 September 2006 19:24If you play level 2 (detention center), you will get to a point where an a10 strikes a few light tanks. this too is a cinematic textfile, but i dont know the name. I guess it's a matter of copy pasting the ingredients and mix it up in your custom cinematic txt cocktail.

edit: typo..

I have searched trough always.dat and M01.mix but couldnt find it

Subject: Re: And the big feature in scripts.dll 3.0 is...
Posted by [Sir Kane](#) on Thu, 14 Sep 2006 15:58:10 GMT
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This sadly is not so awesome. If you want to do something useful, create a new, better one.

Subject: Re: And the big feature in scripts.dll 3.0 is...
Posted by [jonwil](#) on Thu, 14 Sep 2006 16:06:46 GMT
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Now that I have a working clone, I intend to expand it so that it can do more than the westwood version can. Exactly what I could add that would be usefull to modders I dont yet know.

Subject: Re: And the big feature in scripts.dll 3.0 is...
Posted by [futura83](#) on Thu, 14 Sep 2006 16:20:03 GMT
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is there any tutorials on how to do cinematic text files?

it would be cool to learn...

Subject: Re: And the big feature in scripts.dll 3.0 is...
Posted by [StealthEye](#) on Thu, 14 Sep 2006 17:25:33 GMT
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This might help:

<http://www.renegadeforums.com/index.php?t=msg&th=21249&start=0&rid=21143>

Subject: Re: And the big feature in scripts.dll 3.0 is...
Posted by [futura83](#) on Thu, 14 Sep 2006 17:29:29 GMT
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thank you.

i'll read that thread now
