Subject: LE + Cinematics
Posted by mrÃ£Ã§Ä·z on Mon, 14 Apr 2008 14:41:12 GMT
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OK i created some LE Scripts that Plays Cinematics, but when i want
to use the Map (serverside) where do i need to put the Cinematic.txt
Just in Server/Data folder doesnt work

Subject: Re: LE + Cinematics
Posted by reborn on Mon, 14 Apr 2008 14:42:43 GMT
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In the server's data folder with the .txt extension. However in your input parameter or your code in
the API leave the file extension off.

Subject: Re: LE + Cinematics
Posted by Jerad2142 on Mon, 14 Apr 2008 14:50:59 GMT
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Or you need an object on your levels that spawns when the level starts with the script
"Test_Cinematic" attached to it to trigger the cinematic.

Subject: Re: LE + Cinematics
Posted by reborn on Mon, 14 Apr 2008 14:59:37 GMT
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Jerad Gray wrote on Mon, 14 April 2008 10:50Or you need an object on your levels that spawns
when the level starts with the script "Test_Cinematic" attached to it to trigger the cinematic.

Unless the cinematic had some massively long wait time it would just play the cinematic
immediately :-/

Rather then using the level_load event to play the cinematic it makes sense to create an invisible
object on level load, but only attach the test_cinematic script to it when you want to play the
cinematic file.

Actually you're probably saving time and load by creating the object and attaching the
test_cinematic script as and when you want to play it, but destroying the object after the cinematic
has played.

Subject: Re: LE + Cinematics

Posted by mrã£ã§ä·z   on Mon, 14 Apr 2008 15:32:20 GMT
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Its Just a Zone, when you have 900$ its Creating a Flare at a Position
where a Nod Jet or GDI A10 drops a Orca or Apache. And it plays a Sound.

Subject: Re: LE + Cinematics
Posted by reborn on Mon, 14 Apr 2008 15:41:48 GMT
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Madrockz wrote on Mon, 14 April 2008 11:32Its Just a Zone, when you have 900$ its Creating a
Flare at a Position
where a Nod Jet or GDI A10 drops a Orca or Apache. And it plays a Sound.

So on the ::Entered event, if the player meets the conditions you create a signal_flare and attach
test_cinematic to the flare with the cinematic file name as the third parameter of Attach_Script(obj,
"test_cinematic", "a10_drop_off_orca_cinematic"); right?
(note there is no file extension in the third param)

And you've put the cinematic file in your servers data folder?

If you've done that and you know the cinematic works, then it must be your player isn't meeting
the conditionals or something :-/

Subject: Re: LE + Cinematics
Posted by Jerad2142 on Mon, 14 Apr 2008 21:01:24 GMT
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reborn wrote on Mon, 14 April 2008 09:41Madrockz wrote on Mon, 14 April 2008 11:32Its Just a
Zone, when you have 900$ its Creating a Flare at a Position
where a Nod Jet or GDI A10 drops a Orca or Apache. And it plays a Sound.

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test_cinematic to the flare with the cinematic file name as the third parameter of Attach_Script(obj,
"test_cinematic", "a10_drop_off_orca_cinematic"); right?
(note there is no file extension in the third param)

And you've put the cinematic file in your servers data folder?

If you've done that and you know the cinematic works, then it must be your player isn't meeting
the conditionals or something :-/
Or the cinematic could be faulty, make sure to test it with an object that is already placed on the
level with test cinematic, just to make sure it work, also make sure that the object isn't killing itself
early or the script doesn't terminate itself early.

Subject: Re: LE + Cinematics
Posted by mrÃ£Ã§Ä·z on Mon, 14 Apr 2008 21:04:03 GMT
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Its the SSGM Cinematic that drops a Vehicle by a Helicopter

Subject: Re: LE + Cinematics
Posted by cnc95fan on Mon, 14 Apr 2008 21:24:58 GMT
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AFAIK you can make cinematics through scripts.dll, rather then trying to learn how to work Renegade's way of using .txt cinematics.. You should take a look at SCUD Storm scripts and see how some of the cinematics in that works.

Subject: Re: LE + Cinematics
Posted by reborn on Mon, 14 Apr 2008 21:30:14 GMT
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Madrockz wrote on Mon, 14 April 2008 17:04Its the SSGM Cinematic that drops a Vehicle by a Helicopter

If you know the cinematic is correct, then I would start looking at your conditionals. Posting your code might prove useful.

Subject: Re: LE + Cinematics
Posted by mrÃ£Ã§Ä·z on Mon, 14 Apr 2008 21:40:51 GMT
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I got it work, in the LE script itself i put in the Cinematic name.
Anyways thank you guys for Helping.