
Subject: JFW_Cinematic_Attack_Position
Posted by [Brandon](#) on Fri, 05 Jun 2009 04:51:59 GMT
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How does this script and it's parameters work?

If I need a cinematic could someone write one that I could possibly edit. I need to use this script so I can make vehicles attack a point. The vehicles may change and the coordinates might change. Thus, I'll probably have several similar files but for different events.

EDIT: Anyone know where I can find a nice collection of cinematics?

Subject: Re: JFW_Cinematic_Attack_Position
Posted by [ErroR](#) on Fri, 05 Jun 2009 08:31:39 GMT
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Brandon wrote on Fri, 05 June 2009 07:51

EDIT: Anyone know where I can find a nice collection of cinematics?
loads of .txt cinematic scripts in always.dat
