Subject: I wonder if its possible to add movies to maps?
Posted by reborn on Wed, 06 Oct 2010 14:56:01 GMT
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How would you go about adding small movies into the game?

For example, you enter a zone, and instead of triggering a cinematic, you get one of those small mission breifings in the top right hand corner of your screen.

I wonder if all the modifying of the game needed could be contained with-in the map file itself? I've seen map files with .dll's in them before...

There are some fancy HUD's out these days, I wonder if it could be taken up a notch?

Subject: Re: I wonder if its possible to add movies to maps?
Posted by GEORGE ZIMMER on Wed, 06 Oct 2010 21:08:04 GMT
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I kinda doubt this is possible, considering that you can't do movie cinematics (IE: m13) client side, and I don't even think it's possible to have a custom HUD for mix maps. .pkg maps, maybe... but I don't think .mix maps, and .pkg maps are notorious for messing things up.

But hey, if it can work, that'd be all sorts of awesome.

Subject: Re: I wonder if its possible to add movies to maps?
Posted by Tunaman on Thu, 07 Oct 2010 02:34:01 GMT
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I think this could be possible with a custom HUD, but I don't think it could be all contained in the map file.

Subject: Re: I wonder if its possible to add movies to maps?
Posted by jonwil on Thu, 07 Oct 2010 13:14:04 GMT
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Yes its possible with the right custom code.
No its not possible to package it all up into a .mix map (or even a .pkg map), you would need to ship a set of dlls that get installed on the client.

It just so happens that various movie related things (including being able to play movie clips on a textured surface) happen to be on our scripts todo list for after we finish 4.0 (i.e. it will happen if Saberhawk ever has the time to finish the feature and there are no other features that are more important)

Subject: Re: I wonder if its possible to add movies to maps?
Posted by reborn on Thu, 07 Oct 2010 13:59:48 GMT
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That's pretty neat!