
Subject: cinematics, dont work?

Posted by [robbyke](#) on Fri, 25 May 2012 23:07:50 GMT

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probably an error from my side but i cant find it

I found this :
airstrike topic

Just what i needed so i converted it to my version :

Toggle Spoiler
inside my .cpp

```
////////////////////////////////////  
////////////////////////////////////  
//// GDI A10 strike ////  
////////////////////////////////////  
////////////////////////////////////
```

```
void reb_GDI_a10_strike::Created(GameObject *obj) {  
    Commands->Create_2D_WAV_Sound("m00evan_dsgn0073i1evan_snd.wav");  
    Console_Input("msg Warning!!!");  
    Console_Input("msg A-10 strike inbound at Nod's position");  
  
    GameObject *BuildingObj = Get_Random_Building(0);  
        BuildingID = Commands->Get_ID(BuildingObj);  
    A10ID =  
    Commands->Get_ID(Commands->Create_Object("Invisible_Object",Commands->Get_Position(B  
uildingObj)));  
  
    Commands->Start_Timer(obj,this,3.0f,1);  
    Commands->Start_Timer(obj,this,6.0f,2);  
    Commands->Start_Timer(obj,this,10.0f,3);  
    Commands->Start_Timer(obj,this,17.5f,4);  
    Commands->Start_Timer(obj,this,25.5f,5);  
    Commands->Start_Timer(obj,this,50.0f,6);  
}  
  
void reb_GDI_a10_strike::Timer_Expired(GameObject *obj, int number) {  
    GameObject *thebuilding = Commands->Find_Object(BuildingID);  
    GameObject *a101 = Commands->Find_Object(A10ID);  
  
    Vector3 position = Commands->Get_Position(thebuilding);  
  
    if (number == 1){  
        Commands->Create_2D_WAV_Sound("m00evan_dsgn0014i1evan_snd.wav");
```

```

}
if (number == 2){
Commands->Create_2D_WAV_Sound("m00evan_dsgn0066i1evan_snd.wav");
}
if (number == 3){
  Commands->Attach_Script(a101,"Test_Cinematic","A-10_bomb.txt");
}
if (number == 4){
  Commands->Create_2D_WAV_Sound("mx0_a-10_166.wav");
}
if (number == 5){
  Commands->Create_Explosion("Air_Explosion_Death",position,a101);

float buildinghealth = Commands->Get_Health(thebuilding);
Commands->Set_Health(thebuilding,(buildinghealth/2));
Commands->Destroy_Object(a101);
}
if (number == 6)
{
  Remove_Script(obj,"reb_GDI_a10_strike");
}
}

```

```

//////////
//////////
//// Nod Jet strike ////
//////////
//////////

```

```

void reb_Nod_Jet_strike::Created(GameObject *obj) {
  Commands->Create_2D_WAV_Sound("m00evan_dsgn0073i1evan_snd.wav");
  Console_Input("msg Warning!!!");
  Console_Input("msg Lear Jet strike inbound at GDI's position");

  GameObject *BuildingObj = Get_Random_Building(1);
  BuildingID = Commands->Get_ID(BuildingObj);
  A10ID =
Commands->Get_ID(Commands->Create_Object("Invisible_Object",Commands->Get_Position(B
uildingObj)));

  Commands->Start_Timer(obj,this,3.0f,1);
  Commands->Start_Timer(obj,this,6.0f,2);
  Commands->Start_Timer(obj,this,10.0f,3);
  Commands->Start_Timer(obj,this,23.5f,4);
  Commands->Start_Timer(obj,this,25.5f,5);
  Commands->Start_Timer(obj,this,50.0f,6);

```

```

}

void reb_Nod_Jet_strike::Timer_Expired(GameObject *obj, int number) {

GameObject *thebuilding = Commands->Find_Object(BuildingID);
GameObject *a101 = Commands->Find_Object(A10ID);

Vector3 position = Commands->Get_Position(thebuilding);

if(number == 1){
    Commands->Create_2D_WAV_Sound("m00gnod_hesx0007r3nors_snd.wav");
}
if(number == 2){
    Commands->Create_2D_WAV_Sound("m00evan_dsgn0014i1evan_snd.wav");
}
if(number == 3){
    Commands->Attach_Script(a101,"Test_Cinematic","Jet_bomb.txt");
}
if(number == 4){
    Commands->Create_2D_WAV_Sound("m00itoc_010in_ners_snd.wav");
}
if(number == 5){
    Commands->Create_Explosion("Air_Explosion_Death",position,a101);
    float buildinghealth = Commands->Get_Health(thebuilding);
    Commands->Set_Health(thebuilding,(buildinghealth/2));
}
if (number == 6)
{
    Remove_Script(obj,"reb_Nod_Jet_strike");
}
}
ScriptRegistrant<reb_GDI_a10_strike> reb_GDI_a10_strike_Registrant("reb_GDI_a10_strike","");
ScriptRegistrant<reb_Nod_Jet_strike> reb_Nod_Jet_strike_Registrant("reb_Nod_Jet_strike","");

GameObject * Get_Random_Building(int Team) {
    SList<GameObject> Buildings;
    SLNode<BuildingGameObj> *x = GameObjManager::BuildingGameObjList.Head();
    while (x)
    {
        GameObject *obj = (GameObject *)x->Data();
        if (obj && (Get_Object_Type(obj) == Team) && !Is_Building_Dead(obj)) {
            Buildings.Add_Head(obj);
        }
        x = x->Next();
    }
    if (!Buildings.Is_Empty()) {
        SLNode<GameObject> *x = Buildings.Head();
        int Rand = Commands->Get_Random_Int(0,Buildings.Get_Count());
    }
}

```

```

int Counter = 0;
while (x)
{
    GameObject *o = x->Data();
    if(o && Rand == Counter)
    {
        return o;
    }
    Counter ++;
    x = x->Next();
}
return NULL;
}
return 0;
}

```

the .h

```

////////////////////
////////////////////
//// GDI A10 strike ////
//// Nod Jet strike ////
////////////////////
////////////////////

```

```

class reb_GDI_a10_strike : public ScriptImpClass {
void Created(GameObject *obj);
void Timer_Expired(GameObject *obj,int number);
int BuildingID;
int A10ID;
};

```

```

class reb_Nod_Jet_strike : public ScriptImpClass {
void Created(GameObject *obj);
void Timer_Expired(GameObject *obj,int number);
int BuildingID;
int A10ID;
};

```

```

GameObject * Get_Random_Building(int Team);

```

Jet_bomb.txt

```

;
;
; Available Cinematic Script Commands

```

```

;
; time/frame Create_Object, id (slot), preset_name, x, y, z, facing, animation
; id can be -1 to mean do not store this object, and do not destroy
; 0 Create_Object, 0, .44 Magnum, 0, 0, 0, 180, "Human.jump"
;
;
; time/frame Destroy_Object, id (slot)
; 0 Destroy_Object, 0
;
;
; time/frame Play_Animation, id (slot), animation_name, looping, sub_obj_name
; 0 Play_Animation, 0, "Human.Jump", false
;
;
; time/frame Control_Camera, id ( slot )
; use id -1 for disabling control;
; note this will also disable star control and disbale the hud
; 0 Control_Camera, 0
;
;
;
;_____

```

```

.***** CHEAT SHEET *****
;

```

```

;Start frame create_object slot number model x,y,z,facing animation name( model*hierarchy*.anim
)
;Start frame Play_Animation slot number anim name ( model*hierarchy*.anim ) looping Sub
Object
;Start frame Play_Audio wave filename slot number bone name
; * no slot # / bone name = 2D Audio
;0= NO LOOP ( kills object when finshed ) 1= LOOP

```

```

.***** LEVEL 1: Solo A10 X1A_FP10_A0 *****
;

```

```

; This is a solo A10.
;
;

```

```

.*****
;

```

```

. ***** Vehicle
;

```

```

-1 Create_Object, 7, "v_jet"
-1 Attach_Script, 7, "M01_Flyover_Generic_Script_JDG", "FUSELAGE"
-1 Play_Animation, 7, "VF_GDI A10.VF_GDI A10", 1
-470 Destroy_Object, 7

```

```

. ***** Flying Animation
;

```

```

-1 Create_Object, 8, "X1A_FP10_A0"
-1 Play_Animation, 8, "X1A_FP10_A0.X1A_FP10_A0", 1
-470 Destroy_Object, 8
-1 Attach_To_Bone, 7, 8, "BN_FP10_A0"

```

```
; ***** Nuke Cloud
```

```
; ***** Nuke Smoke
```

```
-495 Create_Object, 9, "ag_nuke_smoke"  
-500 Destroy_Object, 9
```

```
; ***** Signal Flare
```

```
-1 Create_Real_Object, 10, "Refinery_Evac_Point"  
-450 Destroy_Object, 10
```

```
; ***** A-10 Bomb Drop
```

```
-380 Create_Object, 11, "X5D_PARACHUTE",  
-380 Play_Animation, 11, "X5D_PARACHUTE.X5D_PARAC_2"
```

```
; ***** Primary Destroyed
```

```
1000000 Destroy_Object, 11
```

A-10_bomb.txt

```
;  
; _____  
;  
; Available Cinematic Script Commands  
;  
; time/frame Create_Object, id (slot), preset_name, x, y, z, facing, animation  
; id can be -1 to mean do not store this object, and do not destroy  
; 0 Create_Object, 0, .44 Magnum, 0, 0, 0, 180, "Human.jump"  
;  
; time/frame Destroy_Object, id (slot)  
; 0 Destroy_Object, 0  
;  
; time/frame Play_Animation, id (slot), animation_name, looping, sub_obj_name  
; 0 Play_Animation, 0, "Human.Jump", false  
;  
; time/frame Control_Camera, id ( slot )  
; use id -1 for disabling control;  
; note this will also disable star control and disbale the hud  
; 0 Control_Camera, 0  
;  
; _____
```

```

.***** CHEAT SHEET *****
;

;Start frame create_object slot number model x,y,z,facing animation name( model*hierarchy*.anim
)
;Start frame Play_Animation slot number anim name ( model*hierarchy*.anim ) looping Sub
Object
;Start frame Play_Audio wave filename slot number bone name
; * no slot # / bone name = 2D Audio
;0= NO LOOP ( kills object when finished ) 1= LOOP

.***** LEVEL 1: Solo A10 X1A_FP10_A0 *****
; This is a solo A10.
;
;
.*****

. ***** Vehicle
;

-1 Create_Object, 7, "VF_GDI A10"
-1 Attach_Script, 7, "M01_Flyover_Generic_Script_JDG", "FUSELAGE"
-1 Play_Animation, 7, "VF_GDI A10.VF_GDI A10", 1
-470 Destroy_Object, 7

. ***** Flying Animation
;

-1 Create_Object, 8, "X1A_FP10_A0"
-1 Play_Animation, 8, "X1A_FP10_A0.X1A_FP10_A0", 1
-470 Destroy_Object, 8
-1 Attach_To_Bone, 7, 8, "BN_FP10_A0"

. ***** Nuke Cloud
;

. ***** Nuke Smoke
;

-495 Create_Object, 9, "ag_nuke_smoke"
-500 Destroy_Object, 9

. ***** Signal Flare
;

-1 Create_Real_Object, 10, "Refinery_Evac_Point"
-450 Destroy_Object, 10

.***** A-10 Bomb Drop
;

-380 Create_Object, 11, "X5D_PARACHUTE",

```

-380 Play_Animation, 11, "X5D_PARACHUTE.X5D_PARAC_2"

; ***** Primary Destroyed

1000000 Destroy_Object, 11

Its mostly just a copy paste only removed the extra planes, didnt see why that would bug the whole thing

EDIT : nvm i made a mistake with my test command
