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Subject: Scripts

Posted by [kawolsky](#) on Thu, 08 May 2003 17:25:36 GMT

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I have just started making scripts,  
does anyone no of any GOOD, WORKING scripts (notice i say WORKING, not "gimme mod that crashes me to desktop when i activate")  
any help would be.....good  
thnx

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Subject: Scripts

Posted by [kawolsky](#) on Thu, 08 May 2003 17:27:12 GMT

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at the moment i have the recon bike one the cargo truck one and SSM one,  
(i would like one for hover craft if anyone knows it)

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Subject: Scripts

Posted by [\[REHT\]Spirit](#) on Thu, 08 May 2003 17:46:06 GMT

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<http://www.theoriginalmrbob.com/~namehunter/TechHQ.html> has some. They might lag up MP after a while, though (if you're going to play them online).

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Subject: Scripts

Posted by [kawolsky](#) on Fri, 09 May 2003 15:50:11 GMT

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[REHTSpirit][www.theoriginalmrbob.com/~namehunter/TechHQ.html](http://www.theoriginalmrbob.com/~namehunter/TechHQ.html) has some. They might lag up MP after a while, though (if you're going to play them online).

that site does not work

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Subject: Scripts

Posted by [England](#) on Fri, 09 May 2003 18:45:50 GMT

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Its the <http://www.theoriginalmrbob.com/~namehunter/TechHQ.html> he cant spell

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Subject: Scripts

Posted by [Dante](#) on Fri, 09 May 2003 20:56:24 GMT

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i still don't see the draw to c130 drop cinematics that only drop on Nod side...

it is possible to drop on both sides when the c130 comes in, yet i always see them so one sided...

try more original ideas like this

```
;  
-----  
;  
; 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
```

```
***** camera  
-0 Enable_Letterbox, 1, 1  
-0 Create_Object, 0, "X3D_Tester"  
-0 Play_Animation, 0, "X3D_Tester.X3D_Tester", 1  
-0 Control_Camera, 0  
-0 Set_Screen_Fade_Color, 0,0,0,0  
-0 Set_Screen_Fade_Opacity, 1,0
```

-0 Set\_Screen\_Fade\_Opacity, 0,2  
-950 Set\_Screen\_Fade\_Opacity, 0,1.5  
-1100 Set\_Screen\_Fade\_Opacity, 0,0  
-1001 Control\_Camera, -1  
-1001 Destroy\_Object, 0  
-1001 Enable\_Letterbox, 0, 1

; \*\*\*\*\* Drop Off Guy  
; \*\*\*\*\* Path

-351 Create\_Object, 2, "X5D\_Chinookfly", 0, 0, 0, 0  
-351 Play\_Animation, 2, "X5D\_Chinookfly.X5D\_Chinookfly", 1  
-630 Destroy\_Object, 2

; \*\*\*\*\* Nod Chinook

-351 Create\_Real\_Object, 1, "Nod\_Transport\_Helicopter", 2, "BN\_chinook\_1"  
-351 Attach\_Script, 1, "M07\_Disable\_Hibernation", "1"  
-351 Play\_Animation, 1, "v\_Nod\_Trnspt.v\_Nod\_Trnspt", 1  
-351 Attach\_To\_Bone, 1, 2, "BN\_chinook\_1"  
-630 Destroy\_Object, 1

; \*\*\*\*\* Parachute\_2

-529 Create\_Object, 4, "X5D\_Parachute", 0, 0, 0, 0  
-529 Play\_Animation, 4, "X5D\_Parachute.X5D\_ParaC\_2", 1  
-620 Destroy\_Object, 4

; \*\*\*\*\* Box 2

-505 Create\_Object, 7, "X5D\_Box02", 0, 0, 0, 0  
-505 Play\_Animation, 7, "X5D\_Box02.X5D\_Box02", 1  
-620 Destroy\_Object, 7

; \*\*\*\*\* Troop 1

-515 Create\_Real\_Object, 10, "Nod\_MiniGunner\_1Off", 7, "Box02"  
-515 Attach\_Script, 10, "M00\_No\_Falling\_Damage\_DME", ""  
-515 Attach\_To\_Bone, 10, 7, "Box02"  
-515 Play\_Animation, 10, "H\_A\_X5D\_ParaT\_2", 0  
-615 Attach\_To\_Bone, 10, -1, "Box02"  
-700 Play\_Animation, 10, "H\_A\_PUNCHCOMBO", 0  
-791 Play\_Animation, 10, "H\_A\_CRESENTKICK", 0  
-825 Play\_Animation, 10, "H\_A\_PUNCHCOMBO", 0  
;-900 Play\_Animation, 10, "H\_A\_SIDEKICK", 0  
;-915 Play\_Animation, 10, "H\_A\_PUNCHCOMBO", 0

-1001 Attach\_Scripts, 10, "M00\_Base\_Defense", "0,300,2"

```
. ***** sounds  
;-0 Play_Audio, "OnYourFeet"
```

stuff like this is more useful, than spawning 900 bots in a Nod base[/quote]

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Subject: Scripts

Posted by [\[REHT\]Spirit](#) on Fri, 09 May 2003 21:02:31 GMT

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Dantei still don't see the draw to c130 drop cinematics that only drop on Nod side...

it is possible to drop on both sides when the c130 comes in, yet i always see them so one sided...

Aye, we haven't quite figured out how to make it drop on both sides in more then one map. That's why he does things like add orcas and stuff. For some reason or another he's going more for "jam whatever you can with whatever animations you can to make the greatest and neatest effect" scripts atm.

Personally I don't care so long as it looks cool

And in my opinion, the mutant one is balanced. SP mutants are weak on their own, do a lot of damage in groups, yet still have not a lot of HP. So long as you can keep them off the tiberium, you'll have no prob knocking them off. I've listened to storys he's told me about this and "GDI is usually the team winning mainly due to the fact that they get a lot of points from killing mutants".

Plus he tries to stick to server-side modding with c130s, so he doesnt normally do custom paths.

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Subject: Scripts

Posted by [Dante](#) on Fri, 09 May 2003 22:32:15 GMT

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here ya go.... a little tut for the cinematics i just whipped up real quick

So you want to create new Text Cinematic Scripts, but aren't sure what all that jibberish means....

Here is a good breakdown quick tutorial on how to make them, and what exactly you are doing when you make them.

Ok, first, lets look at the available commands, then I will discuss each one.  
I am not 100% positive the actual use for the unk\* parameters.

time/frame Create\_Object, id (slot), preset\_name, x, y, z, facing, animation  
time/frame Create\_Real\_Object, id (slot), preset\_name, id (to create at), bone\_name\_at  
time/frame Destroy\_Object, id (slot)  
time/frame Play\_Animation, id (slot), animation\_name, looping, sub\_obj\_name  
time/frame Play\_Audio, wave\_filename, id (slot), bone\_name  
time/frame Attach\_Script, id (slot), Script\_Name, Script\_Parameters  
time/frame Attach\_To\_Bone, id (slot), id (slot) 2, bone\_name  
time/frame Control\_Camera, enable  
time/frame Enable\_Letterbox, enable, unk1  
time/frame Set\_Screen\_Fade\_Color, unk1, unk2, unk3, unk4  
time/frame Set\_Screen\_Fade\_Opacity, fade\_in\_depth, fade\_out\_depth  
time/frame Send\_Custom, id, message, parameter  
time/frame Set\_Primary, id (slot)

Each Item Explained:

Create\_Object:

use this to create script used objects ONLY, these cannot be killed, as they are just "visual effects"

id (slot) = use this to identify the object for later script calls, or set to -1 to have it not be destroyed after the script expires.

preset\_name = This is the w3d name of the object to create without the .w3d at the end, you better have this in either you .mix, .pkg, or data dir, or it will crash the game.

x = x position on the map to create

y = y position on the map to create

z = z position on the map to create

facing = the direction the object will be facing when created

animation = creation animation to play

Create\_Real\_Object:

use this script to create any objects that you will be keeping in the level, like Troops dropped from a chinook

id (slot) = use this to identify the object for later script calls, or set to -1 to have it not be destroyed after the script expires.

preset\_name = This is the preset name of the item to create, you can find these in the Object tree in Level Edit, you can create ANY of these.

id (to create at) = the object that this will be created at, the engine uses this as a reference point of where to create it.

bone\_name\_at = the specific bone to create the object at.

if the id(to create at) and the bone\_name\_at are blank, it will create at the root of the script (where it was called from)

Destroy\_Object:

this is a cleanup script, use this to get rid of cinematic items no longer in use, and objects that are

being destroyed via a cinematic.  
id (slot) = id of the object to destroy

#### Play\_Animation:

Use this to play an animation from within the w3d of the object, or by forcing a skeleton animation from a character.

id (slot) = the id of the object you want to play the animation

animation\_name = this is ALWAYS the w3d name - the .w3d, then the animation name  
(mode.animation)

looping = 0 will only play it once, 1 will loop it until the object is destroyed

sub\_obj\_name = this specifies that a sub object to the id (slot) is to play the animation, example would be having a character move the mouth to talk

the sub\_obj\_name is optional

#### Play\_Audio:

use this to play any sounds during a text cinematic

wave\_filename = contrary to popular belief, this is the preset name of the sound, they can be found in LE under Sounds.

id (slot) = id of the cinematic object to attach to

bone\_name = bone name of the location to play it at

if the id (slot) and bone\_name are left blank, the sound becomes a 2d sound, if the preset is 3d, it will be heard only at the root of the scripts (where it was called from)

#### Attach\_Script:

use this to attach scripts to real objects that are created in the cinematic.

id (slot) = id of the object to attach the script to

Script\_Name = name of the script to attach

Script\_Parameters = parameters of the script, if you have more than one parameter separate them by commas.

the script name and the script parameters must be in quotation marks

#### Attach\_to\_Bone:

this script is to attach objects either real or cinematic to a bone of another object.

id (slot) = id of the object you want to attach

id (slot) 2 = id of the object you want to attach to

bone\_name = name of the bone on the object you are attaching to that you wish to attach to  
note, to detach from the bone, set the id (slot) 2 to -1

#### Control\_Camera:

this is used to control the camera during special circumstances in game, DONOT FORGET to disable this, or Ren will be stuck.

enable = 0 to control, -1 to resume normal game

if you don't have a camera object, the camera will show at the script root (where it was called from)

#### Enable\_Letterbox:

this is used to give it that "widescreen" effect in cutscenes.

enable = 1 to enable it, 0 to disable it

unk1 = not sure what this is, but is always set to 1  
another one that you don't want to forget to turn off

#### Set\_Screen\_Fade\_Color:

this one i am quite unfamiliar with, but i am sure that it has something to do with the color of the screen when you use the set screen fade opacity.

unk1, unk2, unk3, unk4 = all unknown values, but almost always 0, 0, 0, 0

#### Set\_Screen\_Fade\_Opacity:

this script is used to "smooth" the transitions of controlling the camera, as it can have a choppy appearance when you enable and disable it.

fade\_in\_depth = this is the amount to fade in, i believe 2 is max

fade\_out\_depth = this is the amount to fade out, again, i believe that 2 is the max.

#### Send\_Custom:

this script is used to communicate with the other scripts on object in a level, don't use this unless you know what you are doing

id = id of the object IN the level, you MUST know the id of the object, otherwise you are sending it no where.

message = this is the message number you are sending

parameter = this is the parameter for that message

this is one of the least used scripts for regular in game cinematics

#### Set\_Primary:

this script sets the scenes primary object

id (slot) = the id of the object to set to primary

again, this is a rarely used item.

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## Subject: Part 2

Posted by [Dante](#) on Fri, 09 May 2003 22:33:35 GMT

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Now.. you have a good idea of what each one does, lets examine an example script, and what it does.

We will create a basic drop off, with a letterbox camera watching it happen.

Here is the resources used in this example, all found in always.dat

#### Presets Used in this Example Script:

##### Objects:

GDI\_Transport\_Helicopter

GDI\_Minigunner\_0

##### Sounds:

OnYourFeet

Door\_Open

Rope\_Out

Door\_Close

## Rope\_Retract

### W3D Animations Used:

XG\_TransprtBone.w3d  
BN\_Trajectory.w3d  
XG\_RT\_ropew.w3d  
XG\_RT\_TroopBone.w3d  
XG\_RT\_AudioA.w3d  
XG\_RT\_AudioZ.w3d

### Scripts Used:

WS Scripts.dll:  
M00\_Base\_Defense  
Custom Scripts.dll:  
n/a

ok, on to the scripting:

First, lets do the camera stuff, as it is the most important to get right.

```
-0 Enable_Letterbox, 1, 1  
-0 Control_Camera, 0  
-0 Set_Screen_Fade_Color, 0, 0, 0, 0  
-0 Set_Screen_Fade_Opacity, 1, 0  
-10 Set_Screen_Fade_Opacity, 0, 0  
-760 Set_Screen_Fade_Opacity, 0, 2  
-800 Set_Screen_Fade_Opacity, 0, 0  
-800 Control_Camera, -1  
-800 Enable_Letterbox, 0, 1
```

now, what did we just do there, simple, first we turned on letterbox and enabled the control of the camera.

next we set the fade color and started a fade in effect

now, after a full 760 frames of our cinematic plays, we will begin the fade out a little bit slower than the fade in

then finally disable camera control, and take away the letterbox effect.

next, lets create some real stuff to look at (\*note, by adding the above to a cinematic, you may not be able to view the next items without a custom camera view)

first the path, which is named XG\_TransprtBone.w3d and is in always.dat

```
-0 Create_Object, 1, "XG_TransprtBone",  
-0 Play_Animation, 1, "XG_TransprtBone.XG_RT_TrajA", 0  
-401 Play_Animation, 1, "XG_TransprtBone.XG_RT_TrajL", 1  
-1000 destroy_object, 1
```

now, you are wondering what THAT did?, simple, it created a path definition (bones only w3d) and played a couple of the internal animations for it at certain times



next, we create3 a chinook that can be killed

```
-0 Create_Real_Object, 2, "GDI_Transport_Helicopter", 1, "BN_Trajectory"  
-0 Attach_to_Bone, 2,1,"BN_Trajectory"  
-0 Play_Animation, 2, "v_GDI_trnspt.XG_RT_trnsptA",0  
-401 Play_Animation, 2, "v_GDI_trnspt.XG_RT_trnsptL",1  
-1000 destroy_object, 2
```

there, we hae created a visual item, attached it to a path, and played the specified internal animations at the same time as our path is happening  
basically, the first animation is the flying, the second animation is the troop information

now to create a rope for the soldier to go down

```
-0 Create_Object, 3, "XG_RT_rope", 0, 0, 0, 0  
-0 Play_Animation, 3, "XG_RT_rope.XG_RT_ropeA", 0  
-401 Play_Animation, 3, "XG_RT_rope.XG_RT_ropeL", 1  
-760 destroy_object, 3
```

the animations in this part are simply having the rope wiggle around a bit from at the time the troop is on it, and unrolling and rolling up at the specified times

next, make a troop bone, why you ask, so the troop moved DOWN the rope instead of just sitting in the chinook

```
-401 Create_Object, 4, "XG_RT_TroopBone", 0, 0, 0, 0,  
-401 Play_Animation, 4, "XG_RT_TroopBone.XG_RT_TroopBone",0  
-490 destroy_object, 4
```

now there is a bone in place, and ready to "slide" down the rope when the troop drops

now lets create a character that will drop out of the chinook

```
-401 Create_Real_Object, 5, "GDI_MiniGunner_0", 2, "SPAWNER"  
-401 Play_Animation, 5, "S_A_Human.H_A_TroopDrop", 0  
-401 Attach_to_Bone, 5,4,"Troop_L"  
-490 Attach_to_Bone, 5,-1,"Troop_L"  
-690 Attach_Script, 5, "M00_Base_Defense","300,10,2"
```

now, notice here, that it has a bone that it creates at, and an id specified, that means that it will create where the spawner bone is on the transport helicopter.

then, at the specified time, it plays the rope animation, attaches to the rope (because of the troop bone it slides down) then removes from the rope.

and finally, we gave it a basic base defense script that will enable a bit of AI in the unit.

finally, we do basic cleanups for our objects

1000000 Destroy\_Object, 1  
1000000 Destroy\_Object, 2  
1000000 Destroy\_Object, 3  
1000000 Destroy\_Object, 4

the 1000000 is a standard time amount in all the westwood text cinematics, i personally would just use 800

oh wait you ask, what about adding some sound to this cinematic????

you don't want a boring silent chinook coming and and not making any sound do you?

ok, here we go, lets do the sound section now. im not going to get too exact, but you will get the idea

-0 Play\_Audio, "OnYourFeet"  
-280 Create\_Object, 6, "XG\_RT\_AudioA"  
-280 Play\_Animation, 6, "XG\_RT\_AudioA.XG\_RT\_AudioA", 0  
-280 Play\_Audio, "Door\_Open", 6, "BN\_CH\_Dooropen"  
-281 Play\_Audio, "Rope\_Out", 6, "BN\_Rope"  
-668 Create\_Object, 7, "XG\_RT\_AudioZ"  
-668 Play\_Animation, 7, "XG\_RT\_AudioZ.XG\_RT\_AudioZ", 0  
-668 Play\_Audio, "Door\_Close", 7, "BN\_CH\_Doorclose"  
-668 Play\_Audio, "Rope\_Retract", 7, "BN\_Rope"  
1000000 Destroy\_Object, 6  
1000000 Destroy\_Object, 7

wow, thats alot of sound effect no? simply explained, first, play some background music to set your mood

next, create audio bones to attach the 3d sound effects to

then, at the correct times, play the door open sound effect, the rope rolling out sound effect, the play the door close and the rope retract sfx

wait... what about the chinook sound effect, how will i hear that???

well some items have the built in sound effect, the chinook for example uses the engine run sound effect while an animation is playing.

if you are wondering, how do you find out how long animations are, simply open up the w3d in w3d viewer, and then select the animation, in the status bar, it will show you the total number of frames for that animation.

as far as bone names, you can open the w3d up in wdump and check out the bone names from there.

now, there you have it, that is how you can create all types of cinematics, and you have the use of them throughout the entire level.

by creating test\_cinematic objects, or attaching the poke\_and\_play\_cinematic you can add some really kewl effects to your mod.

mirrored on <http://Modx.RenEvo.Com>

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Subject: Scripts

Posted by [\[REHT\]Spirit](#) on Fri, 09 May 2003 23:38:52 GMT

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What I ment was: We don't know (although haven't looked) the co-ords for a position that will work for GDI on all maps. We know dang well how to work c130 scripts (or at least we think we do, lol), we just haven't looked up the map co-ords.

However, that's a dang good tutorial there.

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Subject: Scripts

Posted by [Dante](#) on Fri, 09 May 2003 23:42:44 GMT

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with a bit of mix editing server-side, and some customizations, each map can have a different c130 drop script...

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Subject: Scripts

Posted by [\[REHT\]Spirit](#) on Fri, 09 May 2003 23:45:00 GMT

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.....?????!!

Ooooooooooooooooooooooh wait I see.

Last time I heard someone doing that, he got stuck with a curse

Maaaaan I never thought about that. And yet.....I wonder.....

---

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Subject: Scripts

Posted by [bigwig992](#) on Sat, 10 May 2003 02:25:08 GMT

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Awesome, I always wondered about cinematic scripts, I'm going to give it a try.

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Subject: Scripts

Posted by [Captkurt](#) on Sat, 10 May 2003 03:45:05 GMT

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Dantehere ya go.... a little tut for the cinematics i just whipped up real quick

So you want to create new Text Cinematic Scripts, but aren't sure what all that jibberish means....

Here is a good breakdown quick tutorial on how to make them, and what exactly you are doing when you make them.

Ok, first, lets look at the available commands, then I will discuss each one.

I am not 100% positive the actual use for the unk\* parameters.

time/frame Create\_Object, id (slot), preset\_name, x, y, z, facing, animation  
time/frame Create\_Real\_Object, id (slot), preset\_name, id (to create at), bone\_name\_at  
time/frame Destroy\_Object, id (slot)  
time/frame Play\_Animation, id (slot), animation\_name, looping, sub\_obj\_name  
time/frame Play\_Audio, wave\_filename, id (slot), bone\_name  
time/frame Attach\_Script, id (slot), Script\_Name, Script\_Parameters  
time/frame Attach\_To\_Bone, id (slot), id (slot) 2, bone\_name  
time/frame Control\_Camera, enable  
time/frame Enable\_Letterbox, enable, unk1  
time/frame Set\_Screen\_Fade\_Color, unk1, unk2, unk3, unk4  
time/frame Set\_Screen\_Fade\_Opacity, fade\_in\_depth, fade\_out\_depth  
time/frame Send\_Custom, id, message, parameter  
time/frame Set\_Primary, id (slot)

Each Item Explained:

Create\_Object:

use this to create script used objects ONLY, these cannot be killed, as they are just "visual effects"

id (slot) = use this to identify the object for later script calls, or set to -1 to have it not be destroyed after the script expires.

preset\_name = This is the w3d name of the object to create without the .w3d at the end, you better have this in either you .mix, .pkg, or data dir, or it will crash the game.

x = x position on the map to create

y = y position on the map to create

z = z position on the map to create

facing = the direction the object will be facing when created

animation = creation animation to play

Create\_Real\_Object:

use this script to create any objects that you will be keeping in the level, like Troops dropped from a chinook

id (slot) = use this to identify the object for later script calls, or set to -1 to have it not be destroyed

after the script expires.

preset\_name = This is the preset name of the item to create, you can find these in the Object tree in Level Edit, you can create ANY of these.

id (to create at) = the object that this will be created at, the engine uses this as a reference point of where to create it.

bone\_name\_at = the specific bone to create the object at.

if the id(to create at) and the bone\_name\_at are blank, it will create at the root of the script (where it was called from)

#### Destroy\_Object:

this is a cleanup script, use this to get rid of cinematic items no longer in use, and objects that are being destroyed via a cinematic.

id (slot) = id of the object to destroy

#### Play\_Animation:

Use this to play an animation from within the w3d of the object, or by forcing a skeleton animation from a character.

id (slot) = the id of the object you want to play the animation

animation\_name = this is ALWAYS the w3d name - the .w3d, then the animation name (mode.animation)

looping = 0 will only play it once, 1 will loop it until the object is destroyed

sub\_obj\_name = this specifies that a sub object to the id (slot) is to play the animation, example would be having a character move the mouth to talk

the sub\_obj\_name is optional

#### Play\_Audio:

use this to play any sounds during a text cinematic

wave\_filename = contrary to popular belief, this is the preset name of the sound, they can be found in LE under Sounds.

id (slot) = id of the cinematic object to attach to

bone\_name = bone name of the location to play it at

if the id (slot) and bone\_name are left blank, the sound becomes a 2d sound, if the preset is 3d, it will be heard only at the root of the scripts (where it was called from)

#### Attach\_Script:

use this to attach scripts to real objects that are created in the cinematic.

id (slot) = id of the object to attach the script to

Script\_Name = name of the script to attach

Script\_Parameters = parameters of the script, if you have more than one parameter separate them by commas.

the script name and the script parameters must be in quotation marks

#### Attach\_to\_Bone:

this script is to attach objects either real or cinematic to a bone of another object.

id (slot) = id of the object you want to attach

id (slot) 2 = id of the object you want to attach to

bone\_name = name of the bone on the object you are attaching to that you wish to attach to  
note, to detach from the bone, set the id (slot) 2 to -1

#### Control\_Camera:

this is used to control the camera during special circumstances in game, DONOT FORGET to disable this, or Ren will be stuck.

enable = 0 to control, -1 to resume normal game

if you don't have a camera object, the camera will show at the script root (where it was called from)

#### Enable\_Letterbox:

this is used to give it that "widescreen" effect in cutscenes.

enable = 1 to enable it, 0 to disable it

unk1 = not sure what this is, but is always set to 1

another one that you don't want to forget to turn off

#### Set\_Screen\_Fade\_Color:

this one i am quite unfamiliar with, but i am sure that it has something to do with the color of the screen when you use the set screen fade opacity.

unk1, unk2, unk3, unk4 = all unknown values, but almost always 0, 0, 0, 0

#### Set\_Screen\_Fade\_Opacity:

this script is used to "smooth" the transitions of controlling the camera, as it can have a choppy appearance when you enable and disable it.

fade\_in\_depth = this is the amount to fade in, i believe 2 is max

fade\_out\_depth = this is the amount to fade out, again, i believe that 2 is the max.

#### Send\_Custom:

this script is used to communicate with the other scripts on object in a level, don't use this unless you know what you are doing

id = id of the object IN the level, you MUST know the id of the object, otherwise you are sending it no where.

message = this is the message number you are sending

parameter = this is the parameter for that message

this is one of the least used scripts for regular in game cinematics

#### Set\_Primary:

this scripts sets the scenes primary object

id (slot) = the id of the object to set to primary

again, this is a rarely used item.

Good Stuff, thanks Dante

---

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#### Subject: Scripts

Posted by [bigwig992](#) on Sat, 10 May 2003 04:45:16 GMT

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---

Hm. The only thing I don't understand is how the camera moves around during the cinematic, how do you control where and how the camera moves?

Also, this is what I have so far. I don't have commando on this computer, so I'm missing a lot of extra things I could add in.

```
*****Camera
-0 Enable_Letterbox, 1 1
-0 Control_Camera, 0
-0 Set_Screen_Fade_Color, 0, 0, 0, 0
-0 Set_Screen_Fade_Opacity, 1, 0
-2 Set_Screen_Fade_Opacity, 0, 0
-65 Set_Screen_Fade_Opacity, 0, 2
-72 Set_Screen_Fade_Opacity, 0, 0
-72 Set_Screen_Fade_Opacity, 0, 0
-72 Control_Camera, -1
-72 Enable_Letterbox, 0, 1
*****Animation
-0 Create_Object, 1, "flying_bone", 0, 0, 20
-0 Play_Animation, 1, "flying_animation"
*****A-10
-0 Create_Object, 2, "GDI_A10_Flyover", 0, 0, 20
-0 Attach_to_Bone, 2, 1, "Box01"
-71 Destroy_Object, 2
*****Pilot Eject
-30 Create_Real_Object, 3, "AI_GDI_RocketLancher", 1, "Box01"
-30 Create_Object, 4, "eject_stationary"
-30 Attach_to_Bone, 4, 1, "Box01"
-30 Attach_to_Bone, 3, 4, "eject"
-30 Attach_Script, 3, "M00_Base_Defense", "0,300,2"
-40 Play_Animation, 4, "eject_bone"
-50 Attach_to_Bone, 3, -2, "eject"
*****Sounds
-0 Play_Audio
```

---

Subject: Scripts  
Posted by [Dante](#) on Sat, 10 May 2003 06:00:15 GMT  
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bigwig992Hm. The only thing I don't understand is how the camera moves around during the cinematic, how do you control where and how the camera moves?

Also, this is what I have so far. I don't have commando on this computer, so I'm missing a lot of extra things I could add in.

```

*****Camera
-0 Enable_Letterbox, 1 1
-0 Control_Camera, 0
-0 Set_Screen_Fade_Color, 0, 0, 0, 0
-0 Set_Screen_Fade_Opacity, 1, 0
-2 Set_Screen_Fade_Opacity, 0, 0
-65 Set_Screen_Fade_Opacity, 0, 2
-72 Set_Screen_Fade_Opacity, 0, 0
-72 Set_Screen_Fade_Opacity, 0, 0
-72 Control_Camera, -1
-72 Enable_Letterbox, 0, 1
*****Animation
-0 Create_Object, 1, "flying_bone", 0, 0, 20
-0 Play_Animation, 1, "flying_animation"
*****A-10
-0 Create_Object, 2, "GDI_A10_Flyover", 0, 0, 20
-0 Attach_to_Bone, 2, 1, "Box01"
-71 Destory_Object, 2
*****Pilot Eject
-30 Create_Real_Object, 3, "AI_GDI_RocketLancher", 1, "Box01"
-30 Create_Object, 4, "eject_stationary"
-30 Attach_to_Bone, 4, 1, "Box01"
-30 Attach_to_Bone, 3, 4, "eject"
-30 Attach_Script, 3, "M00_Base_Defense", "0,300,2"
-40 Play_Animation, 4, "eject_bone"
-50 Attach_to_Bone, 3, -2, "eject"
*****Sounds
-0 Play_Audio

```

ok, #1, CRIMMY PLEASE CHANGE THE CODE WINDOW COLOR!!!! that green on green sucks ass

next, i assume the following after looking at this script...

#1, you want a stationary camera

#2, you have the following w3d's

flying\_bone.w3d (next play\_animation line needs to be flying\_bone.flying\_animation btw) with the flying\_animation named properly inside it

GDI\_A10\_Flyover.w3d

eject\_stationary.w3d (and again, eject\_stationary.eject\_bone for the play\_animation) and an animation inside that w3d named eject\_bone and a bone named eject

#3, you have created a new preset named AI\_GDI\_RocketLancher in LE

#4, that your entire script is only 72 frames (that is REALLY short cinematic, as it is frames, and most people get about 30-60 frames per second in Ren)

now, other than the two play\_animation problems stated above, you need to correct the following.

#1, you need a sound to play for the Play\_Sound else it will crash Ren



#2, -50 Attach\_to\_Bone, 3, -2, "eject" -2 is not an option for attach\_to\_bone  
#3, -72 Set\_Screen\_Fade\_Opacity, 0, 0  
-72 Set\_Screen\_Fade\_Opacity, 0, 0  
is pointless, you are doing the same thing twice

ok, now, in order to move the camera during the animation you must create a w3d for the camera path.

---

---

Subject: Scripts  
Posted by [Blazer](#) on Sat, 10 May 2003 07:47:43 GMT  
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---

Dante with a bit of mix editing server-side, and some customizations, each map can have a different c130 drop script...

Dante is absolutely right. In fact AGES ago (before the flying patch) Abjab and I came up with c130drop scripts for each of the renegade levels, and I had a mother-of-all batch files that would automatically change it for each level. The end effect was that both teams got their flying vehicles.

---

---

Subject: Scripts  
Posted by [Blazer](#) on Sat, 10 May 2003 08:00:15 GMT  
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---

Quote:ok, #1, CRIMMY PLEASE CHANGE THE CODE WINDOW COLOR!!!! that green on green sucks ass

LOL I agree, it looks like gatorade

---

---

Subject: Scripts  
Posted by [General Havoc](#) on Sat, 10 May 2003 09:15:41 GMT  
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---

Yeah, I got the camera script from that test cinematic map you made. I understand how the script works but I couldn't figure out how you got the animation to trigger when you poked Locke. I just used JFW\_Zone\_Play\_Cinematic to test it. The other problem was how do you know which way the camera faces in RenX when you're making the animation because that can really be a pain trying to align it, also what the animation is saved as? Pure animation?

Nice tutorial though

\_General Havoc

---

---

Subject: Scripts

Posted by [Dante](#) on Sat, 10 May 2003 12:20:11 GMT

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---

a really kewl script...

Poke\_And\_Play\_Cinematic

---

Subject: Scripts

Posted by [\[REHT\]Spirit](#) on Sat, 10 May 2003 12:40:28 GMT

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---

BlazerDantewith a bit of mix editing server-side, and some customizations, each map can have a different c130 drop script...

Dante is absolutely right. In fact AGES ago (before the flying patch) Abjab and I came up with c130drop scripts for each of the renegade levels, and I had a mother-of-all batch files that would automatically change it for each level. The end effect was that both teams got their flying vehicles.

Yea, and I see how it's done. Or at least one way to do it, lol.

I feel REALLY embarrassed about that because I keep feeling like I'm the guy stressing creativity.....and I forget aalll about this.

---

Subject: Scripts

Posted by [bigwig992](#) on Sat, 10 May 2003 16:27:02 GMT

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Dantebigwig992Hm. The only thing I don't understand is how the camera moves around during the cinematic, how do you control where and how the camera moves?

Also, this is what I have so far. I don't have commando onthis computer, so I'm missing a lot of extra things I could add in.

\*\*\*\*\*Camera

```
-0 Enable_Letterbox, 1 1
-0 Control_Camera, 0
-0 Set_Screen_Fade_Color, 0, 0, 0, 0
-0 Set_Screen_Fade_Opacity, 1, 0
-2 Set_Screen_Fade_Opacity, 0, 0
-65 Set_Screen_Fade_Opacity, 0, 2
-72 Set_Screen_Fade_Opacity, 0, 0
-72 Set_Screen_Fade_Opacity, 0, 0
-72 Control_Camera, -1
-72 Enable_Letterbox, 0, 1
```

```

*****Animation
-0 Create_Object, 1, "flying_bone", 0, 0, 20
-0 Play_Animation, 1, "flying_animation"
*****A-10
-0 Create_Object, 2, "GDI_A10_Flyover", 0, 0, 20
-0 Attach_to_Bone, 2, 1, "Box01"
-71 Destory_Object, 2
*****Pilot Eject
-30 Create_Real_Object, 3, "AI_GDI_RocketLancher", 1, "Box01"
-30 Create_Object, 4, "eject_stationary"
-30 Attach_to_Bone, 4, 1, "Box01"
-30 Attach_to_Bone, 3, 4, "eject"
-30 Attach_Script, 3, "M00_Base_Defense", "0,300,2"
-40 Play_Animation, 4, "eject_bone"
-50 Attach_to_Bone, 3, -2, "eject"
*****Sounds
-0 Play_Audio

```

ok, #1, CRIMMY PLEASE CHANGE THE CODE WINDOW COLOR!!!! that green on green sucks ass

next, i assume the following after looking at this script...

#1, you want a stationary camera

#2, you have the following w3d's

flying\_bone.w3d (next play\_animation line needs to be flying\_bone.flying\_animation btw) with the flying\_animation named properly inside it

GDI\_A10\_Flyover.w3d

eject\_stationary.w3d (and again, eject\_stationary.eject\_bone for the play\_animation) and an animation inside that w3d named eject\_bone and a bone named eject

#3, you have created a new preset named AI\_GDI\_RocketLancher in LE

#4, that your entire script is only 72 frames (that is REALLY short cinematic, as it is frames, and most people get about 30-60 frames per second in Ren)

now, other than the two play\_animation problems stated above, you need to correct the following.

#1, you need a sound to play for the Play\_Sound else it will crash Ren

#2, -50 Attach\_to\_Bone, 3, -2, "eject" -2 is not an option for attach\_to\_bone

#3, -72 Set\_Screen\_Fade\_Opacity, 0, 0

-72 Set\_Screen\_Fade\_Opacity, 0, 0

is pointless, you are doing the same thing twice

ok, now, in order to move the camera during the animation you must create a w3d for the camera path.

I'll try to make those changes. And oh yes, the:

-50 Attach\_to\_Bone, 3, -2, "eject"

is what I thought meant detach object from bone. Oh, and give me a break on the 70 frame

animation thing, this is my first cinematic ever.

EDIT: Oh yeah, are animations another w3d with an animation in it, or is there a way in RenX to save just the animations? I have things like "eject\_bone.w3d" (ejecting animation) and "eject\_stationary.w3d", same bone just no animation. \*sigh\*, Dante, I think I'll need your help on AIM.

---

---

Subject: Scripts

Posted by [bigwig992](#) on Sat, 10 May 2003 16:48:28 GMT

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---

Alright, I think I get it now, I just need to know, how do I name the animation inside the w3d? Sorry, I'm not really a RenX wiz .

---

---

Subject: Scripts

Posted by [Dante](#) on Sat, 10 May 2003 19:49:34 GMT

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---

just call them like this

```
play_animation eject_bone.eject_bone
play_animation eject_stationary.eject_stationary
```

---

---

Subject: Scripts

Posted by [Dante](#) on Sat, 10 May 2003 20:05:21 GMT

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---

quick explanation of some items i missed, that really don't have anything to do with text cinematic scripting....

when you see an object lets say test1.w3d, that plays an animation test2.swing\_test3 then most likely test1.w3d and test3.w3d where exported using a skeleton (test2.w3d). soo, to recap in lamens terms

test1.w3d = hierarchal model exported with test2.w3d skeleton

test2.w3d = skeleton model (just bones)

swing\_test3.w3d = a hierarchal animated model exported with the test2.w3d skeleton

this isn't uncommon

---

---

Subject: Scripts

Posted by [bigwig992](#) on Sat, 10 May 2003 21:52:43 GMT

---

Grrr. I tryed my script in Ren but it just crashes. I set up my script as a poke and play and I put it in my editor cache. For location I put myfilename.txt

Here's my script. Can anyone pick out the problem?

```
*****Camera
-0 Enable_Letterbox, 1 1
-0 Create_Object, 0, "camera", 0, 0, 50
-0 Play_Animation, 0, "camera.camera", 0
-0 Control_Camera, 0
-0 Set_Screen_Fade_Color, 0, 0, 0, 0
-0 Set_Screen_Fade_Opacity, 1, 0
-2 Set_Screen_Fade_Opacity, 0, 0
-290 Set_Screen_Fade_Opacity, 0, 2
-319 Set_Screen_Fade_Opacity, 0, 0
-319 Control_Camera, -1
-319 Enable_Letterbox, 0, 1
-319 Destroy_Object, 0
*****Animation
-0 Create_Object, 1, "fly_bone"
-0 Play_Animation, 1, "fly_bone.fly_bone"
-305 Destory_Object, 1
*****A-10
-0 Create_Object, 2, "GDI_A10_Flyover", 0, 0, 50
-0 Attach_to_Bone, 2, 1, "Box01"
-301 Destory_Object, 2
*****Pilot Eject
-248 Create_Real_Object, 3, "GDI_Grenader_0", 1, "Box01"
-248 Create_Object, 4, "eject_bone"
-248 Attach_to_Bone, 4, 1, "Box01"
-248 Attach_to_Bone, 3, 4, "eject"
-248 Attach_Script, 3, "M00_Base_Defense", "0,300,2"
-248 Attach_Script, 3, "
-250 Play_Animation, 4, "eject_bone.eject_bone"
-260 Attach_to_Bone, 3, -1, "eject"
-270 Destory_Object, 4
*****Sounds
-0 Play_Audio, 2, "gdi_A10_Idle_01"
-0 Play_Audio, 0, "Music_Level_x0_Tank"
-240 Play_Audio, 2, "mayday"
```

---

**Subject: Scripts**

Posted by [Dante](#) on Sun, 11 May 2003 00:46:45 GMT

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---

you have camera.w3d?

and it is setup properly?

how did you set it up?

---

---

Subject: Scripts

Posted by [bigwig992](#) on Sun, 11 May 2003 06:20:33 GMT

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---

\*sigh\*

Here is my most updated script.

\*\*\*\*\*Camera

```
-0 Enable_Letterbox, 1, 1
-0 Create_Object, 0, "camera", 0, 10, 50, 0
-0 Play_Animation, 0, "camera.camera", 1
-0 Control_Camera, 0, "camera"
-0 Set_Screen_Fade_Color, 0, 0, 0, 0
-0 Set_Screen_Fade_Opacity, 1, 0
-290 Set_Screen_Fade_Opacity, 0, 2
-319 Set_Screen_Fade_Opacity, 0, 0
-319 Control_Camera, -1
-319 Enable_Letterbox, 0, 1
-319 Destroy_Object, 0
```

\*\*\*\*\*Animation

```
-0 Create_Object, 1, "fly_bone", 0, 0, 50, 0
-0 Play_Animation, 1, "fly_bone.fly_bone", 1
-305 Destroy_Object, 1
```

\*\*\*\*\*A-10

```
-0 Create_Object, 2, "GDI_A10_Flyover", 0, 0, 50, 0
-0 Attach_to_Bone, 2, 1, "Box01"
-301 Destroy_Object, 2
```

\*\*\*\*\*Pilot Eject

```
-248 Create_Real_Object, 3, "GDI_Grenader_0", 1, "Box01"
-248 Create_Object, 4, "eject_bone", 0, 100, 50, 0
-248 Attach_to_Bone, 4, 1, "Box01"
-248 Attach_to_Bone, 3, 4, "eject"
-250 Play_Animation, 4, "eject_bone.eject_bone", 1
-260 Attach_to_Bone, 3, -1, "eject"
-270 Destroy_Object, 4
```

\*\*\*\*\*Sounds

```
-0 Play_Audio, "gdi_A10_Idle_01", 1, "Box01"
```

I have the poke 'n' play script attached to a civilian, and created a spawner for it. The poke n play parameters are "Text File: brianscript.txt" (its in my editor cache) and "Location: X=0 Y=0 Z=0". I have the following w3d's in my editor cache:

camera.w3d

eject\_bone.w3d  
fly\_bone.w3d

I have created a new preset by clicking "add" under one of the other music songs, to get its volume and radius down. I changed the file to "mayday.wav", which is also in my editor cache.

Now whenever I "poke" my civilian, Renegade crashes. I think I'm doing everything right, and I just told you, everything. Any Suggestions?

---

---

Subject: Scripts  
Posted by [Dante](#) on Sun, 11 May 2003 07:50:50 GMT  
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---

again i ask how you have your camera.w3d setup...

another suggestion, use the westwood naming conventions

X3D\_Test\_Camera.w3d instead of camera.w3d

so your play animation would be

X3D\_Test\_Camera.X3D\_Test\_Camera

\*note..

x = effects

3d = well, duh, 3d effect

that might not be right in WS terms, but this is how i define them

---

---

Subject: Scripts  
Posted by [bigwig992](#) on Sun, 11 May 2003 08:05:23 GMT  
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---

My camera w3d is a rotated cone with 301 frames of animation, trying to keep the point of the cone facing towards the "fly\_bone" as it moves along. The point is perfect when it comes to tracking the fly bone. I checked "hide" then unchecked "export geometry". Then I exported just the camera bone with it's animation.

---