
Subject: Cinematic ProblemPosted by [bigwig992](#) on Tue, 13 May 2003 02:12:23 GMT[View Forum Message](#) <> [Reply to Message](#)

sigh

I can't seem to figure out what's going wrong. Any time, when I try to play the cinematic ANY way (I've tryed zone entry, play on death, and play on timer), Renegade crashes. I set up the scripts right, I even asked SomeRhino, who has his working with the same parameters as mine. It's gotta be the script. Can ANYONE pick out the problem?

*****camera

```
-0 Create_Object, 0, "X3D_camera"  
-0 Play_Animation, 0, "X3D_camera.X3D_camera"  
-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  
-700 Set_Screen_Fade_Opacity, 0,0  
-700 Control_Camera, -1  
-700 Destory_Object, 0  
-700 Enable_Letterbox, 0, 1
```

*****animation

```
;*****animation  
-0 Create_Object, 1, "X3D_path", 0, 0, 0, 0  
-0 Create_Object, 2, "GDI_A10_Flyover", -10, -20, 3, 0  
-0 Create_Object, 3, "GDI_A10_Flyover", 0, 0, 5, 0  
-0 Create_Object, 4, "GDI_A10_Flyover", -10, 20, 3, 0  
-0 Attach_to_Bone, 2, 1, "Box02"  
-0 Attach_to_Bone, 3, 1, "Box01"  
-0 Attach_to_Bone, 4, 1, "Box03"  
-0 Play_Animation, 1, "X3D_path.X3D_path", 0
```

*****sounds

```
;*****sounds  
-0 Play_Audio, "GDI_A10_Idle_01", 2, "origin"  
-0 Play_Audio, "GDI_A10_Idle_01", 3, "origin"  
-0 Play_Audio, "GDI_A10_Idle_01", 4, "origin"  
-20 Play_Audio, "M03DSGN_DSGN0013I1EVAG_SND", 2, "origin"  
-80 Play_Audio, "M03DSGN_DSGN0025I1GEMG_SND", 3, "origin"  
-120 Play_Audio, "M03DSGN_DSGN0050I1VGGB_SND", 4, "origin"  
-160 Play_Audio, "M03DSGN_DSGN0067I1EVAL_SND", 2, "origin"  
-200 Play_Audio, "M03DSGN_DSGN0068R1GBMG_SND", 4, "origin"  
-220 Play_Audio, "M03DSGN_DSGN0037R1GBMG_SND", 4, "origin"  
-550 Play_Audio, "M03DSGN_DSGN0076I1VGCH_SND", 3, "origin"  
-280 Play_Audio, "M04DSGN_DSGN0026R1GBMG_SND", 2, "origin"  
-320 Play_Audio, "M04DSGN_DSGN0044I1EVAG_SND", 3, "origin"  
-360 Play_Audio, "M04DSGN_DSGN0026R1GBMG_SND", 4, "origin"  
-360 Play_Audio, "M04DSGN_DSGN0031R1GBMG_SND", 2, "origin"  
-470 Play_Audio, "M10DSGN_DSGN0046A1GBMG_SND", 2, "origin"
```

-480 Play_Audio, "M10DSGN_DSGN0053R1GBMG_SND", 3, "origin"
-490 Play_Audio, "M09DSGN_DSGN0004RGBMG_SND", 4, "origin"
-500 Play_Audio, "M09DSGN_DSGN0061IGCIM_SND", 3, "origin"
-555 Play_Audio, "Death_06", 2, "origin"
-556 Play_Audio, "Death_06", 4, "origin"

Gha.

Subject: Cinematic Problem
Posted by [bigwig992](#) on Tue, 13 May 2003 02:22:15 GMT
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Oh, yeah, and I used a Free look camera postioned and animated it accordingly. Export transform was checked, and I exported it as a HAR model with all 700 frames.

Subject: Cinematic Problem
Posted by [laeubi](#) on Tue, 13 May 2003 16:25:33 GMT
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Have you installed the custum scripts in your Renfolder too?

Subject: Cinematic Problem
Posted by [Dante](#) on Tue, 13 May 2003 18:58:08 GMT
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bigwig992Oh, yeah, and I used a Free look camera postioned and animated it accordingly. Export transform was checked, and I exported it as a HAR model with all 700 frames.

there be your problem, Free look camera will crash it every time

Subject: Cinematic Problem
Posted by [SomeRhino](#) on Wed, 14 May 2003 00:19:01 GMT
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I used a free look camera and exported it's transform, and it works without crashing. Since only the transform is exported, I wouldn't expect it to cause anymore problems than using, say, a box's transform.

Subject: Cinematic Problem

Posted by [bigwig992](#) on Wed, 14 May 2003 03:04:08 GMT

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I got a camera to work that just rotates my terrain, so it wasn't the way I set up the camera. It's got to be the animations and "create_objects", I've got one more idea, use "Create_Real_Object" instead of "create_object". I'll get right to it.

Subject: Cinematic Problem

Posted by [bigwig992](#) on Wed, 14 May 2003 03:16:43 GMT

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Grr. It still crashes. So, the story so far is, I know how to set up camera's. But there's something wrong within my script. Either it's in the "Create_Object" part, or the "Attach_to_Bone" part.

Subject: Cinematic Problem

Posted by [\[REHT\]Spirit](#) on Wed, 14 May 2003 13:21:45 GMT

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Create_Object = For model names (minus the .w3d part)

Create_Real_Object = For preset names

Try replacing the Create_Objects with Create_Real_Object (or did you just do that? If so, DOH! again..)

Subject: Cinematic Problem

Posted by [bigwig992](#) on Wed, 14 May 2003 13:55:05 GMT

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It's amazing. The smallest things can cause problems. One of which was my incredibly bad spelling. Here's some of what caused my problems:

Destory_Object INSTEAD OF Destroy_Object

Play_Animaton INSTEAD OF Play_Animation

I completely re-did my animation section (took a minute or two), and IT WORKED. Heh, one more thing to do, get the A-10's to fly forwards and have the camera be right side up, instead of upside down. Thanks for all your guys help. If you want, and I can get this working, I'll show you my peice of crap cinematic.

Subject: Cinematic Problem

Posted by [Wild1](#) on Sun, 18 May 2003 17:50:17 GMT

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Sounds cool, I'll see it. Post it on your site when you are done.
