
Subject: Script Tutorials

Posted by [maytridy](#) on Tue, 27 May 2003 22:42:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

Does anyone have any VERY BASIC scripting tutorials?

I know nothing about scripts and I would like to know how to work the c130 drop script and flyovers, etc. Just how to make some cinematics. Can any point me to some good tutorials?

Subject: Script Tutorials

Posted by [General Havoc](#) on Tue, 27 May 2003 22:47:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

Jup. Namehunter our good old friend does. Get them from his website at <http://www.theoriginalmrbob.com/~namehunter/Tutorials.html> He has some text cinematic ones there. My area is Level Edit scripts, the one Name Hunet, Dante and Jonathan Wilson have written. You normally use these to trigger text cineamatics on maps if you don't use the cnc_c130 drop outplaying script.

_General Havoc

Subject: Script Tutorials

Posted by [maytridy](#) on Tue, 27 May 2003 23:10:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

I followed Name Hunters Text Cinematic Scripts tutorial, but when I load a LAN game, nothing happens. How do i activate the script?

It's -1 Create_Real_Object, 1, "CnC_GDI_Orca"

Subject: Script Tutorials

Posted by [bigwig992](#) on Tue, 27 May 2003 23:12:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

Attach it to something using another script. A dave's arrow with a countdown to play the cinematic, or a poke n play.

Subject: Script Tutorials

Posted by [maytridy](#) on Tue, 27 May 2003 23:13:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

How do I do that?

(I'm new to scripting)

Subject: Script Tutorials

Posted by [General Havoc](#) on Tue, 27 May 2003 23:15:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

Just name it cnc_130drop.txt and place it in your data directory and play as Nod, you won't get a harvester buy you will get an Orca. Same goes for any other vehicle you buy. It auto executes the script when you buy someting on Nod. Also remember that the scripts are not processed in order, this means you can have frame 1000 at the start and something like frame 6 somewhere down the page.

_General Havoc

Subject: Script Tutorials

Posted by [Captkurt](#) on Tue, 27 May 2003 23:15:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

Or a Script Zone Star that is what I would do. But you may want to investigate it using the single players.

Subject: Script Tutorials

Posted by [maytridy](#) on Tue, 27 May 2003 23:20:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

Quote:Just name it cnc_130drop.txt and place it in your data directory and play as Nod, you won't get a harvester buy you will get an Orca. Same goes for any other vehicle you buy. It auto executes the script when you buy someting on Nod. Also remember that the scripts are not processed in order, this means you can have frame 1000 at the start and something like frame 6 somewhere down the page.

Whoa, thats cool. Thanks alot for the halp dude!

Subject: Script Tutorials

Posted by [maytridy](#) on Tue, 27 May 2003 23:26:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

I found those tutorials quite confusing and they didnt cover much. Are there any more?? Like ones that teach me how to make a helichopper fly over or drop nod units etc.

Subject: Script Tutorials

Posted by [Spike](#) on Wed, 28 May 2003 22:01:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

a good place to look is in xcc miner, if u look under the missions look for like trouppdrop or something, also look for something like flyover

Subject: Script Tutorials

Posted by [maytridy](#) on Thu, 29 May 2003 18:44:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

Thanks for the tip.

How do i get them in a map and how do I get them to trigger at certain times?
