Subject: Text cinematics Please help me!!! :(
Posted by pulverizer on Wed, 28 May 2003 17:29:41 GMT
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I'm learning to create text cinematics. Now I want to create NEW txt cinematics. I just want to drop a light tank in my mod. but I have no idea to get it to work .
how can I get it to work in my mod? how can I activate it?
please help me...

Subject: Text cinematics Please help me!!! :(
Posted by maytridy on Wed, 28 May 2003 18:47:09 GMT
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I would also like to know. I asked this in a topic yesterday.

Anyone know?

Subject: Text cinematics Please help me!!! :(
Posted by Nightma13 on Wed, 28 May 2003 19:05:18 GMT
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you want to drop a light tank? make it spawn there or in a cinematic? in a cinematic cant help ya sorry but a spawner on the other hand....

Subject: Text cinematics Please help me!!! :(
Posted by maytridy on Wed, 28 May 2003 20:10:29 GMT
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I think he's looking for a cinimatic, like a chinook dropoff. Thats what i wanna know.

Subject: Text cinematics Please help me!!! :(
Posted by Cpo64 on Wed, 28 May 2003 21:17:15 GMT
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If in a mod pack, or mix, you would use a script to activate the script, correct? To do this is over my head, but that is the way you do it, I am very sure.

Subject: Text cinematics Please help me!!! :(
Posted by Spike on Wed, 28 May 2003 21:57:39 GMT
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How many times u want it to drop, if u want it to drop from cargo plane (just change to chinook if u want) this is the script u put in the a notepad named cnc_c130drop.txt and save to ren data

```
; Light Tank
;_____
;
; 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
;
;_____

;************************************************
;

;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

;*********************** CNC MODE: NOD AIRSTRIP DROPOFF  ***********************


-1 Create_Object,  1, "V_NOD_cargop_sm"
-1 Play_Animation,  1, "V_NOD_cargop_sm.M_cargo-drop_sm", 0
-1 Play_Audio,  "C130_IDLE_02", 1, "Cargo"
-360 Destroy_Object,  1

-200 Destroy_Object,  3


-1 Create_Real_Object, 5, "CnC_Nod_Light_Tank", 3, ""
-1 Attach_To_Bone,  5, 1, "Cargo"
```

```
-180 Attach_To_Bone,  5, -1, "Cargo"
-1   Attach_Script,       5, "M00_No_Falling_Damage_DME", ""
-1   Attach_Script,       5, "M01_Hunt_The_Player_JDG", ""
-1   Attach_Script,       5, "M06_Thunder_Unit", ""
-510  Attach_Script,      5, "M05_Nod_Gun_Emplacement", ""
```

Subject: Text cinematics Please help me!!! :(
Posted by General Havoc on Wed, 28 May 2003 22:46:28 GMT
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Cpo64 did it in his map, he must know the text cinematic he used to deliver the vehicles.

_General Havoc

Subject: Text cinematics Please help me!!! :(
Posted by Cpo64 on Thu, 29 May 2003 04:15:34 GMT
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General HavocCpo64 did it in his map, he must know the text cinematic he used to deliver the vehicles.

_General Havoc

Ah, with that, what I did was I cloned the Airstrip building controller, changed it to a GDI building, and renamed the script. Someone else walked me through the process of making the script. I can show someone how to do what I did if they want, but I don't think this is what they are looking for.

Subject: Text cinematics Please help me!!! :(
Posted by maytridy on Thu, 29 May 2003 18:46:00 GMT
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How do you get the scripts to trigger at certain times?

Subject: Text cinematics Please help me!!! :(
Posted by Cpo64 on Thu, 29 May 2003 19:12:44 GMT
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With scripts like the "trigger_on_enter" script and such.

Subject: Text cinematics Please help me!!! :(

Posted by maytridy on Thu, 29 May 2003 19:17:18 GMT
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Ok..........could you point me to a tutorial, or tell me more, in full detail. I can't find any tutorials.

Subject: Text cinematics Please help me!!! :(
Posted by Cpo64 on Thu, 29 May 2003 19:19:34 GMT
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You will have to wait for someone else, I only "think" I know how to do it, and I am not sure on the exact process...