
Subject: Flyovers ?

Posted by [maytridy](#) on Sun, 09 Nov 2003 17:27:06 GMT

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Does anyone know how, or know of a good tutorial on how to put an apache, c130, or some other aircraft flyovers in a map?

Thanks in advance.

Subject: Flyovers ?

Posted by [General Havoc](#) on Sun, 09 Nov 2003 18:58:12 GMT

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The text cinematics one on Renhelp is the closest thing to learning how to do it. You basically need to know the animations and objects you want to use.

Subject: Flyovers ?

Posted by [maytridy](#) on Sun, 09 Nov 2003 19:03:31 GMT

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Ok, I'll look there, Thanks.

Subject: Flyovers ?

Posted by [Majiin Vegeta](#) on Sun, 09 Nov 2003 19:30:56 GMT

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oooo could this be a map with some background enviroment.. O_o

Subject: Flyovers ?

Posted by [maytridy](#) on Sun, 09 Nov 2003 19:35:18 GMT

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Yes, I'm working on a map, and I'm trying to get some flyovers or cinematics into it, but I know nothing about it. Where can I get RenHelp??

Subject: Flyovers ?

Posted by [IRON FART](#) on Sun, 09 Nov 2003 20:21:27 GMT

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<http://www.renhelp.co.uk>

Subject: Flyovers ?

Posted by [General Havoc](#) on Sun, 09 Nov 2003 21:03:16 GMT

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^^

Subject: Flyovers ?

Posted by [maytridy](#) on Sun, 09 Nov 2003 21:26:45 GMT

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Hmmm, I can't find RenHelp on there. :oops:

Subject: Flyovers ?

Posted by [kawolsky](#) on Sun, 09 Nov 2003 22:01:32 GMT

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maytridyHmmm, I can't find RenHelp on there. :oops:

Subject: Flyovers ?

Posted by [General Havoc](#) on Mon, 10 Nov 2003 00:03:00 GMT

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I mean that that is renhelp (<http://www.renhelp.co.uk>) It's on that site, which me an Laeubi run, it's in the tutorials section and it was written by Dante. Here is the link to the tutorial:

<http://renhelp.laeubi-soft.de/index.php?tut=21>

Subject: Flyovers ?

Posted by [maytridy](#) on Mon, 10 Nov 2003 00:32:43 GMT

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Ahh, ok, thanks. But I don't understand that tut at all. Are there any others? Or could you explain to me how to make a cinematic flyover?

Subject: Flyovers ?

Posted by [Majiin Vegeta](#) on Mon, 10 Nov 2003 03:27:24 GMT

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maytridyYes, I'm working on a map, and I'm trying to get some flyovers or cinematics into it, but I

know nothing about it. Where can I get RenHelp??

sounds kewl i would love to test it for ya

Subject: Flyovers ?

Posted by [maytridy](#) on Mon, 10 Nov 2003 19:35:13 GMT

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I'll let you know.

Subject: Flyovers ?

Posted by [Sn1per XL](#) on Wed, 12 Nov 2003 14:46:43 GMT

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if u look in one of the levels u can see the .txt files with the flyovers inside im sure if you add the .txt files to ur .mix it will make them flyover i havent tried it yet but im sure it will work.

Subject: Flyovers ?

Posted by [maytridy](#) on Thu, 13 Nov 2003 00:00:26 GMT

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But won't the triggers and locations be all wrong??

(Say ot's an A-10 strike, the strike will occur way off the map. And how would it trigger?)

Subject: Flyovers ?

Posted by [Sn1per XL](#) on Thu, 13 Nov 2003 00:04:14 GMT

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oh yeah proly id pick a path that u like best.

Subject: Flyovers ?

Posted by [OrcaPilot26](#) on Thu, 13 Nov 2003 22:22:52 GMT

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Do you need to have the text files in your map folder or will they load automatically from the .mix files

Subject: Flyovers ?

Posted by [maytridy](#) on Thu, 13 Nov 2003 23:10:54 GMT

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I don't know, I havn't tested it yet.

Subject: Flyovers ?

Posted by [OrcaPilot26](#) on Sat, 15 Nov 2003 03:17:01 GMT

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Now what I need to figure out is how make the cinematics go off (or appear to) randomly

Subject: Flyovers ?

Posted by [maytridy](#) on Mon, 17 Nov 2003 22:58:19 GMT

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Ok, lemme know if you figure it out.

Subject: Flyovers ?

Posted by [OrcaPilot26](#) on Mon, 17 Nov 2003 23:05:25 GMT

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Quote:Put 2 AI bots in a smal box room below the map. Attach JFW_Play Cinematic On Death (or something like that) to each of the spawners, and add in some spawn delay and some randomness. It's a far fetched idea, but I'm pretty sure it'd get you random A-10 fly overs.

Subject: Flyovers ?

Posted by [maytridy](#) on Tue, 18 Nov 2003 00:43:29 GMT

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Nice idea.....going to test now, i'll let you know how it works.

Subject: Flyovers ?

Posted by [maytridy](#) on Tue, 18 Nov 2003 23:43:07 GMT

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In commando, I can't find the "JFW_Play Cinematic On Death" in the spawner presets. (under scripts>type) Any ideas on how do attach the script to the spawner? (I'm not sure how to do it.)

Subject: Flyovers ?

Posted by [maytridy](#) on Wed, 19 Nov 2003 23:32:56 GMT

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Anyone know how?? (look at my post above)

undercoverbump

Subject: Flyovers ?

Posted by [npsmith82](#) on Thu, 20 Nov 2003 04:08:07 GMT

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I believe the "JFW_" scripts are the ones create by Jonathan Wilson, the guy who expanded the scripts.dll stuff.

Make sure you have a recent scripts2.dll, if i could remember the website for it, i'd happily give it to you. Someone else will know.

Subject: Flyovers ?

Posted by [Sn1per XL](#) on Sat, 22 Nov 2003 09:53:22 GMT

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maytridyIn commando, I can't find the "JFW_Play Cinematic On Death" in the spawner presets. (under scripts>type) Any ideas on how do attach the script to the spawner? (I'm not sure how to do it.)

Go to edit>level settings

in there u can add a script to the level start and the spawners.

Subject: Flyovers ?

Posted by [maytridy](#) on Sat, 22 Nov 2003 14:59:01 GMT

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Ok thanks. Now how do I attach the flyover script to the JFW_Death_Play_Cinematic?

Subject: Flyovers ?

Posted by [Sn1per XL](#) on Tue, 25 Nov 2003 15:43:59 GMT

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im gonna download the single player levels and see how they did this im not sure if they attached a script or not.

i just tried to go see and i couldent find out how but im pretty sure if u add those txt it will play the animations.
