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Subject: Text Cinematics to change maps  
Posted by [OrcaPilot26](#) on Sun, 16 Nov 2003 19:57:50 GMT  
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After seeing all that can be done with the c130 drop script, I think it may be possible to use text cinematics to "customize" a map.

For example, If you make a map with base defenses, but want the people playing it to have the option of turning them off, you have a cinematic go off at the beginning of the map, it doesn't do anything, but it can be modified to destroy the base defenses.

I may do something like this with C&C Airbase that will make flyable A-10s and F-15s to appear, but only when using a certain cinematic script.

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Subject: Text Cinematics to change maps  
Posted by [Cpo64](#) on Mon, 17 Nov 2003 20:46:56 GMT  
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You mean to be edited by the Host? yes, that should work well

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