
Subject: Cinematic Help

Posted by [Gen_Blacky](#) on Thu, 14 Sep 2006 01:34:27 GMT

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How do u get cinematic to work only when u buy a certain Vec
(cnc drop)

Subject: Re: Cinematic Help

Posted by [LR01](#) on Thu, 14 Sep 2006 14:19:11 GMT

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buy a vec where? at pt? there is the cimematic only by vecs

Subject: Re: Cinematic Help

Posted by [Gen_Blacky](#) on Thu, 14 Sep 2006 21:29:32 GMT

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the cimematic is a heli drop and i want to work when u buy a certain vec from pt

Subject: Re: Cinematic Help

Posted by [LR01](#) on Fri, 15 Sep 2006 15:06:17 GMT

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I know how to that(I think), this isn't to hard, I figured it out be my own.

You need to replace the cargo drop. there are 2 heli drop animations, 1 works correct the other not.

You need to change to cargo drop animation, and replace it with a special text. (this works also server-sided)

Use my .txt and plac it in your folder(you can change the name freely) go to Object-> Simple-> CnC Cinematics -> and temp a present using the Test_cinematic script, fill my GDI Trans Drop.txt in (ore the other name). now go to building-> Airstip-> and use the airstip ore temp one for GDI. Look at the settings and change the Drop-Off Cinematic the the temped present under CnC Cinematics.

It should work!

I also hope this will help you

File Attachments

1) [GDI Trans Drop.txt](#), downloaded 194 times

Subject: Re: Cinematic Help
Posted by [Gen_Blacky](#) on Fri, 15 Sep 2006 22:05:20 GMT
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o thats how u import

Subject: Re: Cinematic Help
Posted by [Gen_Blacky](#) on Fri, 15 Sep 2006 22:36:10 GMT
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do i have to change building icon and how do i set to special vecs

Subject: Re: Cinematic Help
Posted by [Gen_Blacky](#) on Fri, 15 Sep 2006 22:37:06 GMT
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and here my updated ciny

```
-1 Create_Object, 1, "XG_TransprtBone", 0, 0, 0, 0  
-1 Play_Animation, 1, "XG_TransprtBone.XG_HD_TTraj", 1
```

```
; ***** Transport
```

```
-1 Create_Real_Object, 2, "CnC_GDI_Transport", 1, "BN_Trajectory"  
-1 Attach_Script, 2, "KAK_Prevent_Destruction_Until_Entered"  
-1 Set_Primary, 2  
-1 Attach_to_Bone, 2, 1, "BN_Trajectory"  
-1 Play_Animation, 2, "v_GDI_trnspt.XG_HD_Transport", 1  
-700 destroy_object, 2
```

```
; ***** Trajectory A10
```

```
-1 Create_Object, 3, "XG_HD_HTraj", 0, 0, 0, 0  
-1 Play_Animation, 3, "XG_HD_HTraj.XG_HD_HTraj", 1
```

```
; ***** A10
```

```
-1 Create_Real_Object, 4, "A10", 3, "BN_Trajectory"  
-1 Attach_Script, 4, "M02_Player_Vehicle", "0"  
-1 Attach_Script, 4, "KAK_Prevent_Destruction_Until_Entered"  
-1 Attach_to_Bone, 4, 3, "BN_Trajectory"  
-437 Attach_to_Bone, 4, -1, "BN_Trajectory"  
-437 Move_Slot, 7, 4
```

. ***** Harness
;

-1 Create_Object, 6, "XG_HD_Harness", 0, 0, 0, 0
-1 Play_Animation, 6, "XG_HD_Harness.XG_HD_Harness", 0

. ***** SigFlare
;

-1 Create_Real_Object, 8, "SignalFlare_Gold_Phys3"
-437 Destroy_Object, 8

. ***** Primary Destroyed
;

1000000 Destroy_Object, 1
1000000 Destroy_Object, 2
1000000 Destroy_Object, 3
1000000 Destroy_Object, 4
1000000 Destroy_Object, 5
1000000 Destroy_Object, 6

Subject: Re: Cinematic Help
Posted by [Gen_Blacky](#) on Fri, 15 Sep 2006 22:38:03 GMT
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the A10 spawns to high in the air

Subject: Re: Cinematic Help
Posted by [LR01](#) on Sat, 16 Sep 2006 09:51:33 GMT
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does the A10 flys?

Subject: Re: Cinematic Help
Posted by [Gen_Blacky](#) on Sat, 16 Sep 2006 15:34:06 GMT
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yes

Subject: Re: Cinematic Help

Posted by [LR01](#) on Sat, 16 Sep 2006 16:56:20 GMT

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how high is to high?

Subject: Re: Cinematic Help

Posted by [Gen_Blacky](#) on Sun, 17 Sep 2006 00:35:06 GMT

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to high that u cant get in

Subject: Re: Cinematic Help

Posted by [LR01](#) on Sun, 17 Sep 2006 07:44:41 GMT

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did you modded the A10, cuz you cant get in a standard A10 anyway

Subject: Re: Cinematic Help

Posted by [Gen_Blacky](#) on Sun, 17 Sep 2006 17:10:06 GMT

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yes i did

Subject: Re: Cinematic Help

Posted by [LR01](#) on Sun, 17 Sep 2006 17:35:09 GMT

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If you can use a ogra normal, try chaning the model of the Orca into the A10

Subject: Re: Cinematic Help

Posted by [Gen_Blacky](#) on Sun, 17 Sep 2006 22:39:49 GMT

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thats what it is under
