Subject: HELP! - Cinematics - Play an Animation for Players Vehicle?
Posted by WNxCABAL on Sat, 24 Mar 2007 23:26:00 GMT

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Hello,
So basically I would like to create a cinematic script which performs the following:

- Start Sequence

- Player (In Vehicle) enters a Script Zone with JFW_Zone_Play_Cinematic attached initiating cinematic script txt file and plays at a specific location.

- The Vehicle then attaches itself to an Animated Bone of another w3d file and Plays the Animation.

- This would then cause the vehicle to do a sort of action (Player still driver) which is determined by the bone and lands at a different, specific location.

- The Vehicle (Player still driver) should still be drivable.

- End Sequence

Now, I've just started learning cinematics and sort of know how to do this for a Create_Real_Object, however I just cannot figure how to do this for the vehicle the player is driving.

Here's what I have so far which spawns a Med Tank, sends it flying in the air (following the bone animation), animation ends within air which causes the Tank to fall to the ground.

-0 Create_Object, 1, "B_Flipper"
-0 Create_Real_Object, 2, "CnC_GDI_Medium_Tank"

-0 Play_Animation, 1, "b_Flipper.b_Flipper", 0

-0 Attach_to_Bone, 2,1,"bone_flipper"
-15 Attach_to_Bone, 2,-1,"bone_flipper"

-20 destroy_object, 1

Any help is much appreciated!

Cheers,

Andy

Subject: Re: HELP! - Cinematics - Play an Animation for Players Vehicle?
Posted by Jerad2142 on Sun, 25 Mar 2007 04:01:03 GMT
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From my experience you can not attach none cinematic objects (objects that are not created in the cinematic) the only why you really could do it is through scripting (like the carryall script). If you know how to script that is the way to go if you do not, I can create the script for you and it will be released in scripts 3.2 (if you can get me all the details of how it should work in time).

Subject: Re: HELP! - Cinematics - Play an Animation for Players Vehicle?
Posted by jonwil on Sun, 25 Mar 2007 04:25:09 GMT
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Won't make 3.2, 3.2 is in freeze right now except for the last few very limited features.

Subject: Re: HELP! - Cinematics - Play an Animation for Players Vehicle?
Posted by WNxCABAL on Sun, 25 Mar 2007 11:33:30 GMT
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Jerad Gray wrote on Sun, 25 March 2007 05:01From my experience you can not attach none cinematic objects (objects that are not created in the cinematic) the only why you really could do it is through scripting (like the carryall script). If you know how to script that is the way to go if you do not, I can create the script for you and it will be released in scripts 3.2 (if you can get me all the details of how it should work in time).

Thanks for the reply.

If you would like to a create a script which attaches a players vehicle to an animated bone, go for it, I'm sure it will come useful to myself at a later time or for somebody else.

I have however been looking into alternate ways of giving a similar effect with existing scripts. JFW_Bounce_Zone_Entry_All_Directions sends the vehicle flying in the air at a designated location to which is what the bone sort of did.

Basically what I am doing is creating a map modification (mix, not pkg) which will act like a Robot Wars / Battlebots style of gameplay. On BBC's/CH5's Robot Wars, they had all kinds of arena features, such as flame pit, House Robots, Drop Zone, The Pit, Chop Saws and The Arena Flipper. So on the TV show, the contestant would accidentally drive/be pushed onto this and the flipper would send anything on it, flying in the air, which I'm trying to re-create in Renegade.

I will be re-creating alot of the robots to be used in game, it should be fun!