
Subject: Cinematic script questions

Posted by [tarsonis9](#) on Thu, 24 Apr 2003 23:12:22 GMT

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what are the "commands" for a flyby by anything other than a nod transport?

this is the nod transport one,

```
; ***** Path
```

```
-1 Create_Object, 2, "X5D_Chinookfly", 0, 0, 0, 0  
-1 Play_Animation, 2, "X5D_Chinookfly.X5D_Chinookfly", 1  
-280 Destroy_Object, 2
```

```
; ***** Nod Chinook
```

```
-1 Create_Real_Object, 1, "Nod_Transport_Helicopter", 2, "BN_chinook_1"  
-1 Attach_Script, 1, "M07_Disable_Hibernation", "1"
```

```
-1 Play_Animation, 1, "v_Nod_Trnspt.v_Nod_Trnspt", 1  
-1 Attach_To_Bone, 1, 2, "BN_chinook_1"  
-280 Destroy_Object, 1
```

what are the ones for apache, orca, A10, etc. as my chinook needs escorts

Spirit if you're reading this don't PM me about it just post here for all to see

thanks all

- tarsonis9

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Posted by [\[REHT\]Spirit](#) on Thu, 24 Apr 2003 23:23:51 GMT

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If you can, dl XCC Mixer or RenegadeEx. These look into .mix and .dat files for Renegade. This will let you see the text files WS used in their SP missions.

Also, more often than not, animations from a different model can be used on other models, ie, you can have an A-10 play the C-130's drop off animation. Just switch the model or preset name to the A-10's.

Here's some animations I've just scrapped up:

```
V_NOD_cargop_sm.M_cargo-drop_sm  
X1B_missiles.X1B_missiles  
V_GDI_GBoat.X1B_Gunboat
```

X1B_GBoat_Sink.X1B_GBoat_Sink
V_GDI_orca.X1B_orca_02
X1B_explosions.X1B_explosions
v_nod_heli.X1B_SakuraHeli
X1B_Apache_5x.X1B_Apache_5x
V_Nod_apache.V_Nod_apache
XG_TransprtBone.XG_HD_TTraj
v_GDI_trnspt.XG_HD_Transport
XG_HD_Harness.XG_HD_Harness
