
Subject: guys I have a patch that.....

Posted by [Anonymous](#) on Fri, 05 Apr 2002 03:30:00 GMT

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quote:Originally posted by Planetshaun.co.uk:It was me that worked out the code and all credit should goto me!--Shaun--Worked out the code??? YOU CHANGED A LINE IN j777d's MOD! j777d SHOULD HAVE ALL CREDIT!Here is the file shaun says he worked out, notice the text over "Cheat Sheet";_____;; Available Cinematic Script Commands;; time/frame Create_Object, id (slot), preset_name, x, y, z, facing, animation; id can be -1 to mean do not store this object, and do not destroy; 0 Create_Object, 0, .44 Magnum, 0, 0, 0, 180, "Human.jump";; time/frame Destroy_Object, id (slot); 0 Destroy_Object, 0;; time/frame Play_Animation, id (slot), animation_name, looping, sub_obj_name; 0 Play_Animation, 0, "Human.Jump", false;; time/frame Control_Camera, id (slot); use id -1 for disabling control;; note this will also disable star control and disbale the hud; 0 Control_Camera, 0;;_____;;recon bike added by j777d;***** CHEAT SHEET *****;Start frame create_object slot number model x,y,z,facing animation name(model*hierarchy*.anim);Start frame Play_Animation slot number anim name (model*hierarchy*.anim) looping Sub Object;Start frame Play_Audio wave filename slot number bone name; * no slot # / bone name = 2D Audio;0= NO LOOP (kills object when finshed) 1= LOOP;***** Transport Helicopter Hummvee Drop *****. ***** Trajectory Transport-1 Create_Object, 1, "XG_TransprtBone", 0, 0, 0, 0-1 Play_Animation, 1, "XG_TransprtBone.XG_HD_TTraj", 1-700 destroy_object, 1; ***** Transport-1 Create_Object, 2, "v_GDI_trnspt", 0, 0, 0, 0, -1 Attach_Script, 2, "M00_Damage_Modifier_DME", "0.15,1,1,0,0"-1 Attach_to_Bone, 2,1,"BN_Trajectory"-1 Play_Animation, 2, "v_GDI_trnspt.XG_HD_Transport",1-700 destroy_object, 2; ***** Trajectory Humvee-1 Create_Object, 3, "XG_HD_HTraj", 0, 0, 0, 0-1 Play_Animation, 3, "XG_HD_HTraj.XG_HD_HTraj", 1-700 destroy_object, 3; ***** Med Tank-1 Create_Object, 4, "VDC_GDI_MEDTNK", 0, 0, 0, 0, -1 Attach_to_Bone, 4,3,"BN_Trajectory";-437 Attach_to_Bone, 4,-1,"BN_Trajectory"-437 destroy_object, 4;*****Create real Med Tank-436 Create_Real_Object, 5, "CnC_GDI_Orca", 3, "BN_Trajectory" -436 Attach_Script, 5, "M00_Damage_Modifier_DME", "0.15,1,1,0,0"-436 Attach_to_Bone, 5,"BN_Trajectory"-440 Attach_Script, 5, "MX0_A03_TANK", "": ***** Harness-1 Create_Object, 6, "XG_HD_Harness", 0, 0, 0, 0-1 Play_Animation, 6, "XG_HD_Harness.XG_HD_Harness", 1-700 destroy_object, 6[April 05, 2002: Message edited by: OllBollen]
