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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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