
Subject: Scripts

Posted by [bigwig992](#) on Sat, 10 May 2003 04:45:16 GMT

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Hm. The only thing I don't understand is how the camera moves around during the cinematic, how do you control where and how the camera moves?

Also, this is what I have so far. I don't have commando on this computer, so I'm missing a lot of extra things I could add in.

*****Camera

-0 Enable_Letterbox, 1 1
-0 Control_Camera, 0
-0 Set_Screen_Fade_Color, 0, 0, 0, 0
-0 Set_Screen_Fade_Opacity, 1, 0
-2 Set_Screen_Fade_Opacity, 0, 0
-65 Set_Screen_Fade_Opacity, 0, 2
-72 Set_Screen_Fade_Opacity, 0, 0
-72 Set_Screen_Fade_Opacity, 0, 0
-72 Control_Camera, -1
-72 Enable_Letterbox, 0, 1

*****Animation

-0 Create_Object, 1, "flying_bone", 0, 0, 20
-0 Play_Animation, 1, "flying_animation"

*****A-10

-0 Create_Object, 2, "GDI_A10_Flyover", 0, 0, 20
-0 Attach_to_Bone, 2, 1, "Box01"
-71 Destroy_Object, 2

*****Pilot Eject

-30 Create_Real_Object, 3, "AI_GDI_RocketLancher", 1, "Box01"
-30 Create_Object, 4, "eject_stationary"
-30 Attach_to_Bone, 4, 1, "Box01"
-30 Attach_to_Bone, 3, 4, "eject"
-30 Attach_Script, 3, "M00_Base_Defense", "0,300,2"
-40 Play_Animation, 4, "eject_bone"
-50 Attach_to_Bone, 3, -2, "eject"

*****Sounds

-0 Play_Audio
