Subject: Scripts
Posted by General Havoc on Sat, 10 May 2003 09:15:41 GMT

Yeah, I got the camera script from that test cinematic map you made. I understand how the script works but I couldn't figure out how you got the animation to trigger when you poked Locke. I just used JFW_Zone_Play_Cinematic to test it. The other problem was how do you know which way the camer faces in RenX when your making the aimation because that can really be a pain trying to align it, also what the animation is saved as? Pure animation?

Nice tutorial though

_General Havoc