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Subject: Scripts

Posted by [bigwig992](#) on Sat, 10 May 2003 16:27:02 GMT

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Dantebigwig992Hm. 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
```

ok, #1, CRIMMY PLEASE CHANGE THE CODE WINDOW COLOR!!!! that green on green sucks ass

next, i assume the following after looking at this script...

#1, you want a stationary camera

#2, you have the following w3d's

flying\_bone.w3d (next play\_animation line needs to be flying\_bone.flying\_animation btw) with the flying\_animation named properly inside it  
GDI\_A10\_Flyover.w3d  
eject\_stationary.w3d (and again, eject\_stationary.eject\_bone for the play\_animation) and an animation inside that w3d named eject\_bone and a bone named eject  
#3, you have created a new preset named AI\_GDI\_RocketLancher in LE  
#4, that your entire script is only 72 frames (that is REALLY short cinematic, as it is frames, and most people get about 30-60 frames per second in Ren)

now, other than the two play\_animation problems stated above, you need to correct the following.  
#1, you need a sound to play for the Play\_Sound else it will crash Ren  
#2, -50 Attach\_to\_Bone, 3, -2, "eject" -2 is not an option for attach\_to\_bone  
#3, -72 Set\_Screen\_Fade\_Opacity, 0, 0  
-72 Set\_Screen\_Fade\_Opacity, 0, 0  
is pointless, you are doing the same thing twice

ok, now, in order to move the camera during the animation you must create a w3d for the camera path.

I'll try to make those changes. And oh yes, the:  
-50 Attach\_to\_Bone, 3, -2, "eject"  
is what I thought meant detach object from bone. Oh, and give me a break on the 70 frame animation thing, this is my first cinematic ever.  
EDIT: Oh yeah, are animations another w3d with an animation in it, or is there a way in RenX to save just the animations? I have things like "eject\_bone.w3d" (ejecting animation) and "eject\_stationary.w3d", same bone just no animation. \*sigh\*, Dante, I think I'll need your help on AIM.

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