sigh
 I can't seem to figure out what's going wrong. Any time, when I try to play the cinematic ANY way (I've tryed zone entry, play on death, and play on timer), Renegade crashes. I set up the scripts right, I even asked SomeRhino, who has his working with the same parameters as mine. It's gotta be the script. Can ANYONE pick out the problem?

**********camera
-0 Create_Object, 0, "X3D_camera"
-0 Play_Animation, 0, "X3D_camera.X3D_camera"
-0 Control_Camera, 0
-0 Set_Screen_Fade_Color, 0,0,0,0
-0 Set_Screen_Fade_Opacity, 1,0
-0 Set_Screen_Fade_Opacity, 0,2
-700 Set_Screen_Fade_Opacity, 0,0
-700 Control_Camera, -1
-700 Destory_Object, 0
-700 Enable_Letterbox, 0, 1

;**********animation
-0 Create_Object, 1, "X3D_path", 0, 0, 0, 0
-0 Create_Object, 2, "GDI_A10_Flyover", -10, -20, 3, 0
-0 Create_Object, 3, "GDI_A10_Flyover", 0, 0, 5, 0
-0 Create_Object, 4, "GDI_A10_Flyover", -10, 20, 3, 0
-0 Attach_to_Bone, 2, 1, "Box02"
-0 Attach_to_Bone, 3, 1, "Box01"
-0 Attach_to_Bone, 4, 1, "Box03"
-0 Play_Animation, 1, "X3D_path.X3D_path", 0

;**********sounds
-0 Play_Audio, "GDI_A10_Idle_01", 2, "origin"
-0 Play_Audio, "GDI_A10_Idle_01", 3, "origin"
-0 Play_Audio, "GDI_A10_Idle_01", 4, "origin"
-20 Play_Audio, "M03DSGN_DSGN0013I1EVAG_SND", 2, "origin"
-80 Play_Audio, "M03DSGN_DSGN0025I1GEMG_SND", 3, "origin"
-120 Play_Audio, "M03DSGN_DSGN0050I1VGGB_SND", 4, "origin"
-160 Play_Audio, "M03DSGN_DSGN0067I1EVAL_SND", 2, "origin"
-200 Play_Audio, "M03DSGN_DSGN0068R1GBMG_SND", 4, "origin"
-220 Play_Audio, "M03DSGN_DSGN0037R1GBMG_SND", 4, "origin"
-550 Play_Audio, "M03DSGN_DSGN0076I1VGCH_SND", 3, "origin"
-280 Play_Audio, "M04DSGN_DSGN0026R1GBMG_SND", 2, "origin"
-320 Play_Audio, "M04DSGN_DSGN0044I1EVAG_SND", 3, "origin"
-360 Play_Audio, "M04DSGN_DSGN0026R1GBMG_SND", 4, "origin"
-360 Play_Audio, "M04DSGN_DSGN0031R1GBMG_SND", 2, "origin"
-470 Play_Audio, "M10DSGN_DSGN0046A1GBMG_SND", 2, "origin"

-480 Play_Audio, "M10DSGN_DSGN0053R1GBMG_SND", 3, "origin"
-490 Play_Audio, "M09DSGN_DSGN0004RGBMG_SND", 4, "origin"
-500 Play_Audio, "M09DSGN_DSGN0061IGCIM_SND", 3, "origin"
-555 Play_Audio, "Death_06", 2, "origin"
-556 Play_Audio, "Death_06", 4, "origin"

Gha.