
Subject: Re: GDI A-10 strike

Posted by [GrayWolf](#) on Wed, 07 Jun 2006 01:37:15 GMT

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Hey that video was really cool!!! I know a lot about renegade and map editingbut i have no idea how to

"Attach a invisible object at the bone of the beacon via the scripts.dll (do this because beacons and c4 do not respond well to timers that are in cinematics). Then attach test_cinematic to the invisible my cinematic text file is in your data folder."

I would like to learn, would you please enlighten us?
