
Subject: Re: Bot maker weapon

Posted by [Jerad2142](#) on Thu, 28 Dec 2006 17:17:30 GMT

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Use a beacon and cinematics!

I will walk you through making the cinematic:

First you would go into RenX and make a circle of bones surrounding the 0, 0, 0, axis point (maybe about 4 away from the center). Name these points botspot00, botspot01 and things like that. Export it as Hierarchical Animated Model with the name of "BotCreatePos". Next open note pad and put in the lines:

```
-1 Create_Object, 0, "BotCreatePos", 0, 0, 0, 0,  
-1 Play_Animation, 0, "BotCreatePos.BotCreatePos", 0
```

```
-1 Create_Real_Object, 1, "NameOfBotHere", 0, "botspot00"
```

```
-1 Create_Real_Object, 2, "NameOfBotHere", 0, "botspot01"
```

```
-1 Create_Real_Object, 3, "NameOfBotHere", 0, "botspot02"
```

etc.

and thats all there is to making a simple cinematic.
