
Subject: Re: LE + Cinematics

Posted by [reborn](#) on Mon, 14 Apr 2008 14:59:37 GMT

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Jerad Gray wrote on Mon, 14 April 2008 10:50Or you need an object on your levels that spawns when the level starts with the script "Test_Cinematic" attached to it to trigger the cinematic.

Unless the cinematic had some massively long wait time it would just play the cinematic immediately :-/

Rather than using the level_load event to play the cinematic it makes sense to create an invisible object on level load, but only attach the test_cinematic script to it when you want to play the cinematic file.

Actually you're probably saving time and load by creating the object and attaching the test_cinematic script as and when you want to play it, but destroying the object after the cinematic has played.
