
Subject: Re: LE + Cinematics

Posted by [reborn](#) on Mon, 14 Apr 2008 15:41:48 GMT

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Madrockz wrote on Mon, 14 April 2008 11:32Its Just a Zone, when you have 900\$ its Creating a Flare at a Position

where a Nod Jet or GDI A10 drops a Orca or Apache. And it plays a Sound.

So on the ::Entered event, if the player meets the conditions you create a signal_flare and attach test_cinematic to the flare with the cinematic file name as the third parameter of Attach_Script(obj, "test_cinematic", "a10_drop_off_orca_cinematic"); right?

(note there is no file extension in the third param)

And you've put the cinematic file in your servers data folder?

If you've done that and you know the cinematic works, then it must be your player isn't meeting the conditionals or something :-/
