
Subject: Where can i get Renegade Movies in GMax Format

Posted by [bigwig992](#) on Tue, 21 Oct 2003 01:35:48 GMT

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Renegade "movies", or cinematics, are actually made in Renegade itself. You piece together tons of different animations to get it right. It's one hefty business. You take one cube in gmax, animate it moving around, export it. That could be your camera for what you're looking at, or your view of the movie. There are other little cubes (bones) that are animated to move around. In a text cinematic you attach objects to these bones, and tell them when to play their animation. For example, the orca's and flying objects in the 1st or 2nd level? MAY look SOMETHING like this (ignore the names, I'm just guessing the presets)

***vehicles

```
-0 Create_Object, 0, "O_Flight", 0, 0, 0, 0
-0 Create_Real_Object, 1, "GDI_ORCA", 0, "box01"
-0 Play_Animation, 0, "O_Flight.O_Flight", 0, 1
-0 Play_Sound, 1, "ORCA ENGINE", "origin"
```

They get a lot more confusing. That's a pretty simple one right there. Look on ModX for Dante's huge tutorial about text cinematics.
