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Subject: Drop animations from Scripts.dll

Posted by [Cpo64](#) on Tue, 09 Mar 2004 06:48:44 GMT

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Okay, for the timer, just have a daves arror or what have you, and the script that triggers a cinematic.

For the one that triggers when a enemy gets close to your base, all I can think of is haveing a script zone that when entered by said team, cases a cinematic script to be played.

I don't know how to do it when a player finds a pick up.

Makeing it look normal? Depends what you mean by normal

Pretty much, you need text cinematics, and objects with scripts that trigger them.

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