Subject: Cinematic question
Posted by Anonymous on Mon, 02 Dec 2002 21:09:00 GMT
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Hey guys, does anyone know if it is possible to create your own cinematic squences? For example, how would you go about having a Chinook drop off a ranger that I made, pick up some altitude while going to the left, then holding a hover while opening the back and having several soldiers swing down the rope?Thanks for any help you folks can offer!

Subject: Cinematic question
Posted by Anonymous on Tue, 03 Dec 2002 08:06:00 GMT
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It is possible, but would be a hard work.contact me if your willing to learn, but it is really not easy!

Subject: Cinematic question
Posted by Anonymous on Tue, 03 Dec 2002 15:18:00 GMT
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I am fairly proficient in text cinematic scripting, I just need to know how to create a new path for the helicopter to follow so I am not forced to put all sorts of waypaths in.Email me at Russell_Ziegler@hotmail.com please [December 03, 2002, 15:19: Message edited by: ApacheRSG]

Subject: Cinematic question
Posted by Anonymous on Tue, 03 Dec 2002 23:22:00 GMT
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to learn, but it is really not easy!uhmm, ok...anywayz.. apache, you will need an actual animation path for the heli, not waypaths on the map, won't help...i will try to get one of the drops to you in .gmax so you can add the desired part you want, recompile, then use that one instead of the one you are currently working with...ok?ttyl