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Subject: Cinematic Help

Posted by [Gen\\_Blacky](#) on Thu, 14 Sep 2006 01:34:27 GMT

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How do u get cinematic to work only when u buy a certain Vec  
(cnc drop)

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Subject: Re: Cinematic Help

Posted by [LR01](#) on Thu, 14 Sep 2006 14:19:11 GMT

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buy a vec where? at pt? there is the cimematic only by vecs

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Subject: Re: Cinematic Help

Posted by [Gen\\_Blacky](#) on Thu, 14 Sep 2006 21:29:32 GMT

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the cimematic is a heli drop and i want to work when u buy a certain vec from pt

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Subject: Re: Cinematic Help

Posted by [LR01](#) on Fri, 15 Sep 2006 15:06:17 GMT

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I know how to that(I think), this isn't to hard, I figured it out be my own.

You need to replace the cargo drop. there are 2 heli drop animations, 1 works correct the other not.

You need to change to cargo drop animation, and replace it with a special text. (this works also server-sided)

Use my .txt and plac it in your folder(you can change the name freely) go to Object-> Simple-> CnC Cinematics -> and temp a present using the Test\_cinematic script, fill my GDI Trans Drop.txt in (ore the other name). now go to building-> Airstip-> and use the airstip ore temp one for GDI. Look at the settings and change the Drop-Off Cinematic the the temped present under CnC Cinematics.

It should work!

I also hope this will help you

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### File Attachments

1) [GDI Trans Drop.txt](#), downloaded 140 times

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Subject: Re: Cinematic Help  
Posted by [Gen\\_Blacky](#) on Fri, 15 Sep 2006 22:05:20 GMT  
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o thats how u import

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Subject: Re: Cinematic Help  
Posted by [Gen\\_Blacky](#) on Fri, 15 Sep 2006 22:36:10 GMT  
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do i have to change building icon and how do i set to special vecs

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Subject: Re: Cinematic Help  
Posted by [Gen\\_Blacky](#) on Fri, 15 Sep 2006 22:37:06 GMT  
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and here my updated ciny

```
-1 Create_Object, 1, "XG_TransprtBone", 0, 0, 0, 0  
-1 Play_Animation, 1, "XG_TransprtBone.XG_HD_TTraj", 1
```

```
. ***** Transport  
;
```

```
-1 Create_Real_Object, 2, "CnC_GDI_Transport", 1, "BN_Trajectory"  
-1 Attach_Script, 2, "KAK_Prevent_Destruction_Until_Entered"  
-1 Set_Primary, 2  
-1 Attach_to_Bone, 2, 1, "BN_Trajectory"  
-1 Play_Animation, 2, "v_GDI_trnspt.XG_HD_Transport", 1  
-700 destroy_object, 2
```

```
. ***** Trajectory A10  
;
```

```
-1 Create_Object, 3, "XG_HD_HTraj", 0, 0, 0, 0  
-1 Play_Animation, 3, "XG_HD_HTraj.XG_HD_HTraj", 1
```

```
. ***** A10  
;
```

```
-1 Create_Real_Object, 4, "A10", 3, "BN_Trajectory"  
-1 Attach_Script, 4, "M02_Player_Vehicle", "0"  
-1 Attach_Script, 4, "KAK_Prevent_Destruction_Until_Entered"  
-1 Attach_to_Bone, 4, 3, "BN_Trajectory"  
-437 Attach_to_Bone, 4, -1, "BN_Trajectory"  
-437 Move_Slot, 7, 4
```

. \*\*\*\*\* Harness  
;

-1 Create\_Object, 6, "XG\_HD\_Harness", 0, 0, 0, 0  
-1 Play\_Animation, 6, "XG\_HD\_Harness.XG\_HD\_Harness", 0

. \*\*\*\*\* SigFlare  
;

-1 Create\_Real\_Object, 8, "SignalFlare\_Gold\_Phys3"  
-437 Destroy\_Object, 8

. \*\*\*\*\* Primary Destroyed  
;

1000000 Destroy\_Object, 1  
1000000 Destroy\_Object, 2  
1000000 Destroy\_Object, 3  
1000000 Destroy\_Object, 4  
1000000 Destroy\_Object, 5  
1000000 Destroy\_Object, 6

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Subject: Re: Cinematic Help  
Posted by [Gen\\_Blacky](#) on Fri, 15 Sep 2006 22:38:03 GMT  
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the A10 spawns to high in the air

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Subject: Re: Cinematic Help  
Posted by [LR01](#) on Sat, 16 Sep 2006 09:51:33 GMT  
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does the A10 flys?

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Subject: Re: Cinematic Help  
Posted by [Gen\\_Blacky](#) on Sat, 16 Sep 2006 15:34:06 GMT  
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yes

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Subject: Re: Cinematic Help

Posted by [LR01](#) on Sat, 16 Sep 2006 16:56:20 GMT

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how high is to high?

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Subject: Re: Cinematic Help

Posted by [Gen\\_Blacky](#) on Sun, 17 Sep 2006 00:35:06 GMT

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to high that u cant get in

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Subject: Re: Cinematic Help

Posted by [LR01](#) on Sun, 17 Sep 2006 07:44:41 GMT

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did you modded the A10, cuz you cant get in a standard A10 anyway

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Subject: Re: Cinematic Help

Posted by [Gen\\_Blacky](#) on Sun, 17 Sep 2006 17:10:06 GMT

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yes i did

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Subject: Re: Cinematic Help

Posted by [LR01](#) on Sun, 17 Sep 2006 17:35:09 GMT

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If you can use a ocra normal, try chaning the model of the Orca into the A10

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Subject: Re: Cinematic Help

Posted by [Gen\\_Blacky](#) on Sun, 17 Sep 2006 22:39:49 GMT

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thats what it is under

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