
Subject: questiong about renegade level edit
Posted by [HORQWER](#) on Wed, 07 Mar 2007 00:35:31 GMT
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guys i need help with something do you know how to make solders come from transport helli like at mission? i looked at the missions but thre was draves arrow and i placed that in my map but nothing came out

Subject: Re: questiong about renegade level edit
Posted by [Slave](#) on Wed, 07 Mar 2007 00:40:31 GMT
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it's not the arrow that does the magic, it are the scripts attached to the arrow. better take a look at the properties of one placed in a ww map.

Subject: Re: questiong about renegade level edit
Posted by [Jerad2142](#) on Wed, 07 Mar 2007 01:06:44 GMT
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The only script that would be needed would be "Test_Cinematic" the infantry drops them selves are cinematics, so use "Test_Cinematic" to trigger them.

Subject: Re: questiong about renegade level edit
Posted by [HORQWER](#) on Wed, 07 Mar 2007 02:26:07 GMT
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Jerad2142 the script that you gave me does not work what what you wes talking about trigger?

Subject: Re: questiong about renegade level edit
Posted by [Jerad2142](#) on Wed, 07 Mar 2007 02:39:13 GMT
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First you need JFW's scripts in you mod's folder, in a folder called scripts.
Second you need the name of the cinematic you want to use (.txt is required).
Third the "Test_Cinematic" script will activate automatically when the object it is attached to is created.

Fourth just call me Jerad (I have yet to see another Jerad in Renegade Public Forums).

File Attachments

1) [picture.png](#), downloaded 124 times

| Name | Type |
|-----------------------------|------|
| comanche_5.txt | text |
| credits.txt | text |
| dazzle.ini | text |
| default_input.cfg | text |
| explosion.ini | text |
| flyover.txt | text |
| game.ini | text |
| gamemodes.txt | text |
| gang.ini | text |
| input.ini | text |
| m05_xg_vehicledrop2.txt | text |
| m05_xg_vehicledrop3.txt | text |
| m05_xg_vehicledrop4.txt | text |
| m05_xg_vehicledrop5.txt | text |
| m05_xg_vehicledrop6.txt | text |
| m06_xg_ev2_1.txt | text |
| m06_xg_ev4.txt | text |
| m06_xg_ev4_1.txt | text |
| m07_xg_ev3_1.txt | text |
| m07_xg_vehicledrop1.txt | text |
| m07_xg_vehicledrop2.txt | text |
| m07_xg_vehicledrop3.txt | text |
| m07_xg_vehicledrop4.txt | text |
| m08_xg_vehicledrop1.txt | text |
| m10_gdi_drop_hummvee.txt | text |
| m10_x3i_gdi_troopdrop1.txt | text |
| m10_xg_vehicledrop1.txt | text |
| m10_xg_vehicledrop2.txt | text |
| menu.ini | text |
| mx0_gdi_reinforce_area4.txt | text |
| mx0_gdi_troopdrop_area4.txt | text |
| orca_1.txt | text |
| orca_2.txt | text |
| orca_3.txt | text |
| orca_4.txt | text |
| orca_5.txt | text |
| orca_6.txt | text |
| phrases.ini | text |
| speech.ini | text |
| stylemgr.ini | text |
| surfaceeffects.ini | text |
| vehicles.ini | text |
| w3danimsound.ini | text |
| weapons.ini | text |
| x01d_c130troopdrop.txt | text |
| x0i_drop02.txt | text |

```

-401 Create_Real_Object, 5, "MX0_Area4_GDI_Reinforcement", 2
-401 Attach_Script, 5, "MX0_GDI_Soldier_DLS", "1500
-401 Attach_Script, 5, "MX0_GDI_Killed_DLS", "3"
-401 Play_Animation, 5, "S_A_Human.H_A_TroopDrop", 0
-401 Attach_to_Bone, 5,4,"Troop_L"
-490 Attach_to_Bone, 5,-1,"Troop_L"

; ***** Troop Bone
-489 Create_Object, 6, "XG_RT_TroopBone", 0, 0
-489 Play_Animation, 6, "XG_RT_TroopBone.XG_RT_TroopBone
-579 destroy_object, 6

; ***** Character
-489 Create_Real_Object, 7, "MX0_Area4_GDI_Reinforcement", 2
-489 Attach_Script, 7, "MX0_GDI_Soldier_DLS", "1500
-489 Attach_Script, 7, "MX0_GDI_Killed_DLS", "3"
-489 Play_Animation, 7, "S_A_Human.H_A_TroopDrop", 0
-489 Attach_to_Bone, 7,6,"Troop_L"
-579 Attach_to_Bone, 7, -1,"Troop_L"

; ***** Air Turbulence
-401 Create_Object, 8, "XG_AG_RT_BnAir", 0, 0
-581 destroy_object, 8

; ***** Primary Destroyed
1000000 Destroy_Object, 1
1000000 Destroy_Object, 2
1000000 Destroy_Object, 3
1000000 Destroy_Object, 4
1000000 Destroy_Object, 6
1000000 Destroy_Object, 8
1000000 Destroy_Object, 9
1000000 Destroy_Object, 10
1000000 Destroy_Object, 11
1000000 Destroy_Object, 12
    
```

Ready

Start | Command and Conquer: ... | Data | XCC Mixer 1.42