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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

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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.

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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.

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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?

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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).

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#### File Attachments

1) [picture.png](#), downloaded 286 times

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# XCC Mixer 1.42

File Conversion View Internet Launch

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, "Troop_L"
-490 Attach_to_Bone, 5, "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, "Troop_L"
-579 Attach_to_Bone, 7, "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



Command and Conquer: ...

Data

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