
Subject: Cinematic scripts in map

Posted by [OrcaPilot26](#) on Thu, 09 Oct 2003 23:20:29 GMT

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I'm trying to get some of the cinematic scripts from the first few SP missions to play in the map. Basically I want aircraft flying around the map.

Is it possible and how can it be done? I'm guessing it involves a few dave's arrows and the JFW_Custom_Play_Cinematic script, but I haven't got it to work yet.

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Posted by [Cpo64](#) on Fri, 10 Oct 2003 17:02:49 GMT

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You need something with a script attached to it, that when something happens to the script (it is entered, destroyed, timer etc) it sends a custom to the JFW_Custom_Play_Cinematic script triggering it, everytime it is triggered, the cinematic will play, or thats the way it should work lol

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Posted by [General Havoc](#) on Fri, 10 Oct 2003 18:24:39 GMT

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Yeah you can trigger it off by many things, a scriptzone, object death, timer etc.

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Posted by [Aircraftkiller](#) on Fri, 10 Oct 2003 18:26:34 GMT

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It doesn't have to be a cinematic. It can be an animation that you proxy into the level.

I recall asking Greg Hjelstrom about this over a year ago. Search the forum and you will have your answer.

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Posted by [General Havoc](#) on Fri, 10 Oct 2003 18:30:56 GMT

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You can proxy it into the level but using your animation with a text cinematic is more practical. Mainly because you can control when it's played easily such as a event like when the player gets to a specific area. Also the text cinematic allows you to run different internal animations that the pure animation proxied in wouldn't allow. Another thing you can do is add sounds and other events to the script so it works how you want it.
