
Subject: Re: Cinematics help!

Posted by [fatalcry](#) on Wed, 18 Jul 2007 11:52:20 GMT

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well as u know ive given up with an airstrike so i thought i'd try someting easier to make a custom Comanche flyover cinematic

but i set it all up as normal but when i tried it out it just crashed

here is the cine text file i did

```
-1 Create_Object, 0, "Com_heli", 0, 0, 0, 0,  
-1 Play_Animation, 0, "Com_heli.Com_heli", 0,
```

```
-0 Create_Real_Object, 1, "Nod_Comanche_Flyover", 1, "Com_heli_bone",  
-0 Attach_To_Bone, 1, 1, "Com_heli_bone",  
-100 Destroy_Object, 1
```

and i have also included the gamx file too

if nothing is wrong with this it might just be level edit playing up. anyways if you would like me to send the level edit package too just ask

File Attachments

1) [Com_heli.gmax](#), downloaded 140 times
