Subject: questiong about renegade level edit Posted by HORQWER on Wed, 07 Mar 2007 00:35:31 GMT

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

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

View Forum Message <> Reply to Message

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 213 times

