Subject: Cinematics help!
Posted by **fatalcry** on Fri, 15 Jun 2007 14:43:25 GMT
View Forum Message <> Reply to Message

Hi I resently been playing around with the cinmatics I am able to save it and play with it ingame but when I shut down level edit and open the file back up it crashes or doesnt respond.

Is there something im doing wrong or is it just more actions need to be done before shutting down the program

PS. Please reply back as soon as posible before I get bored with using it

Subject: Re: Cinematics help!
Posted by **fatalcry** on Sat, 16 Jun 2007 07:03:18 GMT
View Forum Message <> Reply to Message

anyone know the text script for an A10 airstrike? also how would i get it to target something thanx

PS. The last one post i think was crashing because of the text script i used for nods C-130 drop

Subject: Re: Cinematics help!
Posted by **Jerad2142** on Sat, 16 Jun 2007 17:14:23 GMT
View Forum Message <> Reply to Message

Okay, here is what you do, start up RenX and create 2 bones. Name the bones plane, and weapon, and attach the weapon bone to the plane. Then animate the plane bone to fly from -1000 X to 1000X, and 400Z to 25 Z (at zero) and the back up to 400 Z. At about animation frame 400 (oh ya make it 1000 frames long) animate the weapon bone to start dropping toward the spot 0,0,0 (the origin). Then export it. Open a text cinematic and replace the animation with the one you just made. Use create real object to create the a10 and attach it to the plane bone. Then use another create real object to attach a missile (or what ever) to the weapon bone. At animation frame 500 destroy the missile and create an explosion at its spot. And at animation frame 1000 destroy the A10.
Now if that didn't confuse the hell out of you you should be go to go. Good Luck, and go ahead and ask if you need help.

(Oh ya, rewrite beacon presets to make it so it strikes at your position, you will have to do this in level edit though).

Subject: Re: Cinematics help!
Posted by **Slave** on Sat, 16 Jun 2007 17:26:19 GMT
View Forum Message <> Reply to Message

Made perfect sense to me. You should pimp it up to a tutorial, regarding the hype around those.

Subject: Re: Cinematics help!
Posted by Genesis2001 on Sun, 17 Jun 2007 03:31:57 GMT
View Forum Message <> Reply to Message

Using Text Cinematics

-MathK1LL

Subject: Re: Cinematics help!
Posted by Slave on Sun, 17 Jun 2007 07:54:33 GMT
View Forum Message <> Reply to Message

That's indeed a pritty nice "what does what and how" guide.

But I was referring to "how to create your own custom animations and add them to a cinematic"
guide. Just flat out the steps to follow, without repeating Dante's tutorial. you could ofcourse refer
to it.

But anyways, in the end it's not up to me to tell ppl what to do.

Subject: Re: Cinematics help!
Posted by fatalcry on Sun, 17 Jun 2007 12:41:35 GMT
View Forum Message <> Reply to Message

k thanx people for the help. ummm it does make sence to me but i've never done boneing before
but ill give it ago and see what happens

Subject: Re: Cinematics help!
Posted by fatalcry on Sun, 17 Jun 2007 13:25:50 GMT
View Forum Message <> Reply to Message

ok im now stuck i got the bones but how do i change the frames to 1000? sry if thats a noobie
question but ive never tried doing bones and animation before :S

PS. is there a tutorial for this kind of thing?

Subject: Re: Cinematics help!

Posted by [Jerad2142](#) on Sun, 17 Jun 2007 14:45:15 GMT
View Forum Message <> Reply to Message

You make the animations and send them to me, I will make the cinematic for you.

Subject: Re: Cinematics help!
Posted by [fatalcry](#) on Sun, 17 Jun 2007 17:20:25 GMT
View Forum Message <> Reply to Message

Well i can do the text cinematic its just the animation im stuck on sry, is there a tutorial for animating bones for this kind of thing? if so where can i find it cos i would like to know how to do it for future cinematic things.

Sry if im being a pain

Subject: Re: Cinematics help!
Posted by [Jerad2142](#) on Mon, 18 Jun 2007 01:36:53 GMT
View Forum Message <> Reply to Message

Click the "Animate" button, then click a bone move the animation slider to a spot then move the bone. And your done!

Subject: Re: Cinematics help!
Posted by [fatalcry](#) on Tue, 19 Jun 2007 08:23:07 GMT
View Forum Message <> Reply to Message

right ok i got my bones set i also tried to do the text cinematic, here it is tell me if its correct

-1 Create_Real_Object, 1, "X3_a10_strk1",
-1 Attach_To_Bone, 1, "Plane",1
-300 Destroy_Object, 1

-150 Create_Object, 2, "Weapon_AGT_Missile",
-150 Attach_To_Bone, 2, "Weapon",
-200 Destroy_Object, 2
-200 Create_Object, 2, "Explosion_Rocket_Heavy",

i only did it up to 300 frames i thought 1000 is a bit to much but then thats me.

What do I need to export it as and how do i set that thing you said in Level Edit?

PS. is there anything else i need to do?

Subject: Re: Cinematics help!
Posted by fatalcry on Wed, 20 Jun 2007 12:31:27 GMT
View Forum Message <> Reply to Message

right I really need some help I edited the text script as it didnt quite work here it is:

-0 Create_Real_Object, 1, "X3_a10_strk1", 1, "Plane"
-0 Attach_To_Bone, 1, 1, "Plane",
-300 Destroy_Object, 1

-150 Create_Object, 2, "Weapon_AGT_Missile",
-150 Attach_To_Bone, 2, 2, "Weapon",
-200 Destroy_Object, 2
-200 Create_Object, 2, "Explosion_Rocket_Heavy",

but when i place the flare it waits for a couple of seconds and then crashes the game is the text script wrong or is it the bones i did i got the attchment here

or am i ment to link it to the .W3D file

BTW i exported it as an "Hierarchical Animated Model", is it not working cos thats the wrong file type?

Please reply back asap!

Fatal

File Attachments
1) A10 airstrike.gmax, downloaded 125 times

Subject: Re: Cinematics help!
Posted by Jerad2142 on Wed, 20 Jun 2007 16:36:11 GMT
View Forum Message <> Reply to Message

Wrong!!!!

Try:

-1 Create_Object, 0, "nameofplananimation", 0, 0, 0, 0,
-1 Play_Animation,   0, "nameofplananimation.nameofplananimation", 0

-0 Create_Real_Object, 1, "GDI_A10_Flyover", 0, "Plane"
-0 Attach_To_Bone, 1, 1, "Plane",
-300 Destroy_Object, 1

-150 Create_Real_Object, 2, "RocketYouWIllMake", 0, "Weapon"
-150 Attach_To_Bone, 2, 2, "Weapon",

-200 Destroy_Object, 2

-200 Create_Real_Object, 3, "New Invisible Box", 0, "Weapon"

Now the easyest way to make the rocket is to make a new vehicle preset and give it the 3d model of a rocket (or you could attach one in the RenX animation either way.

Explosion is the difficult part, the easiest way I find is to either make the beacon it self explode, or you could make a new preset with "SUR_Timed_Death" attached to it (time value of zero, damage of "9999" and warhead of "blamoKiller") then make the invisible boxes death explosion really big.

Oh, and as a side note: w3d files can never be real objects and presets can never be Create_Object.

Subject: Re: Cinematics help!
Posted by fatalcry on Wed, 20 Jun 2007 18:29:58 GMT
View Forum Message <> Reply to Message

ok thanks alot i'll it ago later on.

cheers

fatal

Subject: Re: Cinematics help!
Posted by fatalcry on Thu, 21 Jun 2007 09:13:20 GMT
View Forum Message <> Reply to Message

Jerad Gray wrote on Wed, 20 June 2007 11:36

-200 Create_Real_Object, 3, "New Invisible Box", 0, "Weapon"?

What do mean by box? is it like a bone? but the bigger it is the bigger the explosion is? and do i put it in the same animation at point 0,0,0?

if its harder to setup than the bones please say how

thanx

fatal

Subject: Re: Cinematics help!
Posted by fatalcry on Thu, 05 Jul 2007 14:19:47 GMT
View Forum Message <> Reply to Message

Jerad Gray wrote on Wed, 20 June 2007 11:36make the invisible boxes death explosion really big.

how do i make that???

Subject: Re: Cinematics help!
Posted by Jerad2142 on Thu, 05 Jul 2007 16:39:15 GMT
View Forum Message <> Reply to Message

Make an invisible box in the level editor presets list, put that object in for "New Invisible Box" and attach it to the weapon bone, don't forget to attach "SUR_Timed_Death" to the box.

Subject: Re: Cinematics help!
Posted by fatalcry on Sat, 07 Jul 2007 12:30:07 GMT
View Forum Message <> Reply to Message

where is this box located and what is it called in the preset list?

EDIT: just a thought do you mean a script zone?

Subject: Re: Cinematics help!
Posted by Jerad2142 on Sat, 07 Jul 2007 22:58:19 GMT
View Forum Message <> Reply to Message

The location does not matter, and as I already said you have to make the friken preset.

Subject: Re: Cinematics help!
Posted by fatalcry on Mon, 09 Jul 2007 10:10:50 GMT
View Forum Message <> Reply to Message

oh and also is this correct i was going to post it before but the internet to decided to hate me and wouldnt let on this site grrr

-1 Create_Object, 0, "A10_test", 0, 0, 0, 0,
-1 Play_Animation, 0, "A10_test.A10_test", 0

its just i feel its not, is it?

PS. ok but how do i make the box in detail?

sorry but im just not that good with level edit

Subject: Re: Cinematics help!
Posted by fatalcry on Tue, 17 Jul 2007 07:45:23 GMT
View Forum Message <> Reply to Message

well i suppose i give up, this topic has spread over bout 2 months now and still havent got my answer.

although thanx for the help people

Subject: Re: Cinematics help!
Posted by fatalcry on Wed, 18 Jul 2007 11:52:20 GMT
View Forum Message <> Reply to Message

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