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Tutorial: How to use the Cutscene Editor

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21.03.2010, 15:51

#1



Tutorial: How to use the Cutscene Editor

Due to few resources available on describing how to use the cutscene editor I shall assume that it is a still fairly unknown tool.

So in this post I shall post all the information that I have figured out on my own in the hopes that it will help anyone who comes across this, =D

First thing we all must consider is that the cutscene editor is really really really very unstable. So you're probably going to crash the map editor a few times while working with this. Some buildings/figures/objects/blocking/whatever else are going to cause assertion errors. There are even places you can right click that will crash the entire program...

Anyways! On to the good stuff, :D

The editor provides very few descriptions for its tools so I shall provide the following screenshot with a couple made up titles to help guide this tutorial, :D

<http://i120.photobucket.com/albums/o...geCutscene.gif> (I've reduced this to a link so as not to widen the post so much, o.o)

Each letter means:

- a. = new cutscene
- b. = delete cutscene
- c. = save cutscene (be aware that you need to save the map as well)
- d. = edit tool
- e. = line maker
- f. = point maker
- g. = line deleter
- h. = point deleter
- i. = add a camera/entity/effect/audio
- j. = delete a selected camera/entity/effect/audio
- k. = clone a selected camera/entity/effect/audio
- l. = import entity from the map
- m. = graph/line bar
- n. = change from blockview to splineview

Now that we've defined the important buttons we can move on! Of course, I didn't define the universal ones in the playback controls (not sure what the s<, >E, and A:B ones do though, o.o).

Anyways, first you're going to have to click on the new cutscene button. It'll bring up a dialog screen asking you to name your cutscene and give it a length of time. The time format is like so: HH:MM:SS:mLmLmL

H - hours

M - minutes

S - seconds

mL - milliseconds

Once we've created a cutscene you will see a new thing on the map labeled base. All this does is allow you to universally move/rotate everything in the cutscene. You can do so by taking the cutscene tool and click on either the arrows or circles and dragging them across the screen, :D

The Import Button

The easiest way to add stuff to your cutscene! : Make it with the entity window and place the entity on your map. Then select it and use the import tool (l.). This will place the entity's data into the cutscene window. If you look in the screenshot you can see that I have several drop down menus in the central box. These can all be opened to view information about the thing

they reference. Import is the easiest way because it automatically gives you all the position data and an entity.

The Add Button

The add button (i.) is very important to grasp. This is how you add in cameras, effects, and all the other lovely things you see in the those tabs in the left most box. Just click on one of the listed things and then click the add button. This will add whatever you chose into the central box. Each type of thing has its own drop down that it'll be added to. (All buildings go under "Buildings", all figures under "Figures" and so on.) If you double click on an individual entity you are able to change its name to something more unique so you know what you are working with.

When you add entities a new menu will come up asking for you to choose a figure, building, object or barrier. Be warned, the figures menu will have no detail other than ResIds which means you will have to play through the list. (And judging from the buildings menu there are probably duplicates.) Also, there are many things from these lists that you can choose that will crash the editor. So be sure to save all of your work before trying, just incase. (This is why import is much easier... But how are you to find those Shadow buildings if they're not listed in the entity window? :p) These menus will have everything in the game, even more than the entity window!



Presenting a Lost Souls version of Mo:

Position

So now that you've added something to the cutscene you will probably notice that it doesn't show up on the map!! O_O "Oh no!" you may cry, "Why isn't it there?!"

Well the answer is simple! You haven't defined its Position!

Quickly! Expand the menu till you find the Position branch. This is usually made up of Position, Rotation, Scale and possibly other options. The three I just mentioned are the most important though. Click on the Position branch (this is listed with Rotation and the other options, not the overhead branch the farthest in one). Now, you may ask "What next?" and I shall tell you!

The Line Maker

This tool is how you work with basically everything in the editor. This is bound to become a new deity because of its usefulness. It basically defines where a given property is active along the timeline. To explain that, we will work with position!

First step, click that line maker button.

Second step, make sure that your cutscene is at the beginning of the playback.

Next, left click somewhere on your map. You should see 3 arrows appear saying the name of the object and in parenthesis (Position).

Good job! That is where your object will be at the beginning of the timeline! =D

Next, run your timeline all the way to the end. (This is just to have its position available through out the entire playback)

Next, right click on your map. You will see this make another set of identical arrows but now connected to the first with a line!!

Eureka!! That line marks the position of where your object will be for the entire playback!! Be advised, you don't need a line through out the entire playback, just at the beginning and it will show up. (But you do need a line in the line bar (m.) or it won't work. Now that you know position, you can do things like make squads in the cutscene walk from one point to another! You can make a bunch of broken up lines to represent them stopping and moving. (If you're good in math, concepts such as graphing you should be able to see this data quite easily, :D)

And from there you now know how to manipulate all the other position tools! =D Except...

Switching To Splineview!!

See that drop down menu (n.) on the editor? Yeah, that's important too! Its going to be used for things like rotation and scale. Have you tried to add a rotate line? You've probably noticed that you can't click on the map and that you have to left click on the line itself, as well as the right click. Once you've done that... you'll probably note that... the creature won't rotate... o.o "WHY NOT?!" you may scream and I will comfort, :D

It won't rotate because you've not set its data... Soooo... since you have your rotate line chosen and a line made... change the drop down from Blockview to Splineview.

Now you get a zoomed in perspective of the individual line! You will be able to drag points and curve lines to change the properties of the rotation and at what time. Drag the line up to 90 and you rotate the object 90 degrees. Make the line

horizontally straight (constant) and it will be rotated 90 throughout the entire time the line exists. (Note that if you want them to face what way they're walking its just easier to have no rotation line and they will face the way they're walking by default.)

Animations and everything else!

Well, you should be proud of the progress you've made! You now know how to place objects in a cutscene, rotate, scale, and everything else!

But now... you may ask... "Wait a second... a Juggernaut can use Stampede or punch or many other things... This is kind of lame if all they do is walk, o.o" Well you are right, that would be pretty boring, but have no fear! You are able to use animations!

Go to the animation line in the cutscene now!

So as in rotate, you need to make a line in the graph. So left click where you want the animation to begin (in the graph) and right click where it should end. Great, you've got a time for it to start and end! But upon playback... it does nothing! o.o That's because you haven't told it what animation to do! But now you're saying "Omg... I have to somehow define this in the Splineview?! O_O" and I respond "Don't worry, it's much easier!"

Just right click on the line and go "Set Data".

Egad, another menu full of animations! :D

Just pick the animation and you're good to go. You can edit it in Splineview but I'm not sure what the point aside from maybe speeding it up and slowing it down at certain points...

Anyways, so your animation will finish in the entire time you've given it. So if you made the line 2 seconds long, that punch will take 2 seconds; 4 seconds and it'll slow down to meet 4 seconds.

Buildings are different, they only have damage state and damage source.

Don't ask me what the Damage Source field and Hit Frame field (in figures) is for because I've not figured that out yet, lol

Effects are a little different, but nothing you can't handle! When you add one, it won't have the menu asking what effect to set it to. You will have to add this in like an animation.

Cameras!

Cameras are what allow the animation to take place, =D

So add one in and all you really need for it to work are to add in the position data. This will allow for your cutscene to actually do something in your game.

If you don't add a camera... it'll just.. sit there at 0 seconds and never end.

(Not a bad thing if you want to, say, use buildings or figures as objects (like a decoration of sorts)).

So anyways, these are all you really need to know to make the cutscene editor! Great job for getting through all this information, :D

Hmm... I see a little bit of hesitation in your eyes!

"But... T_T I TRIED TO SCRIPT IT IN AND IT WON'T PLAY! It won't even show up, I have a camera and everything!" you may shout at me across the room.

Then a mischievous glint enters my eyes and I smile and sit down to finish what you need!

Now, this I can't take full credit for. This next bit goes to all those people who figured out how to open the pak files, without that knowledge I would never have known this part.

In your map files... you see a folder called "cutscene" yes? Well, that folder is misleading. That folder is actually, as far as I can tell, for the editing of your cutscene, not playback.

If you want to show it in the game, you need to make a new folder: "camera".

Then just copy/paste the .cs file of your cutscene into that folder, script in the necessary magic and it will work!

Trick developers... I would have had no clue how to work it! lol

So by the end of this tutorial, you think to yourself "Man... this wasn't hard.. It was all just very unobvious..." And you are right! It is easy to grasp, just not the easiest thing to figure out. (I took like 2 hours to figure out the line tool and then a few days to figure out a lot of other things)

Don't stop reading now! Here are some warnings/bugs

So I've mentioned the near constant amount of crashes you will be receiving, yes? Well that's the beginning, friend, =D

Some more problems you might want to avoid:

Your display blue screening. Not kidding, under the Camera menu in the editor (between Map Settings and Render Filter) you will find a tool named "Cutscene Camera". Not joking, I've tried it several times and 5 of those times have given me a blue screen and promptly restarted my whole computer. Seriously, avoid it, you won't like the results. Just test the replay using the "Play" button in the editor or by watching it in the game.

Another! If you create a cutscene and save it and then quit the editor for whatever reason... Then open the editor and your map later on, you will notice that saving has become a problem. Do whatever you'd like and you won't be able to use the "Save" button (ctrl + s). You will have to go "Save as..." to enable the proper saving again. (This means overwriting your map, no harm done just an annoying process...) So I suggest, to avoid that problem, when you leave the editor, add your cutscene files into a .rar or .zip so they won't be loaded upon start up. This way the save won't be affected. Then when you go to work on your cutscene again just unzip them and import them back in. (That button is to the right of the cutscene save button).

In the middle box with the list of all your cutscene stuff, never right click in the blank area. That will crash the entire editor... lol

But nevertheless! Despite its faults, its an interesting tool. So I hope everyone has fun and would love if people were able to figure out the other stuff in the tool. This way they may post it here, =D
(There are somethings I don't know what their purpose are for... Such as "Active" under cameras and I'm not sure what each camera type is for either, T_T)

Living in a house of cards
Waiting for it all to fall:
"Hope for the best, plan for the worst!"
That's what my life is all about.
[Zee Map](#)

Geändert von Grifenix (23.03.2010 um 18:06 Uhr)

Registriert seit: 21.03.2010



23.03.2010, 17:06

#2



Awesome! (:



Thanks for the tutorial, it must have taken forever to make. You seem to be the first to figure it out and its great you were willing to share. Thanks again!

Registriert seit: 05.03.2010



24.03.2010, 00:24

#3



Very impressive work.
I tried the cutsceneditor myself but I crashed so often that I lost the interest.^^

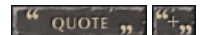
<http://www.grimdawn.com/index.php>



The spiritual successor of Titan Quest. If you loved Titan Quest you have to check this out! This will be the best ARPG of the next year. Screw Diablo 3.

Geistiger Nachfolger von Titan Quest. Wenn ihr Titan Quest mochtet solltet ihr euch das unbedingt ansehen!

Registriert seit: 09.08.2008



24.03.2010, 21:41

#4

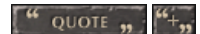


Pretty nice tutorial!
Changed the thread titel to be more informative & pinned it.



>>> Kaldras <http://www.twitch.tv/Danmoreng> Livestream <<<
#####

Registriert seit: 08.12.2008



25.03.2010, 16:48

#5



Thanks for the kind words! ^_^

And thank you for changing the thread title (I couldn't seem to make it work, o_o)

Living in a house of cards
Waiting for it all to fall:
"Hope for the best, plan for the worst!"
That's what my life is all about.
[Zee Map](#)

Registriert seit: 21.03.2010



25.03.2010, 18:16

#6



Zitat:

»Zitat von **Grifenix***Thanks for the kind words! ^_^**And thank you for changing the thread title (I couldn't seem to make it work, o_o)* [Silvanoshi](#) [322 Berlin](#)

☺ If you need a thread title changed, you should get in touch with a mod/admin .

Silvanoshi

Registriert seit: 06.07.2009



13.08.2013, 11:55

#7



o wow its really very nice

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Registriert seit: 13.08.2013



13.08.2013, 20:13

#8



did someone say

NECRO?!?!

CIAO FOR NOW

Bye guys :(

Registriert seit: 18.08.2010



13.08.2013, 22:44

#9

[Kurotman](#) [1482 Civeaway](#)



Farewell my favorite game ever.

Battleforge IGN: FarRock
 League of Legends: FarRockBF
 Skype: FarRockBF
 Gmail: FarRockBF
 Steam: FarRockBF (Actually, FarRock is my main but I lost the account PW. Add me on both just in case I find it)

FAARRROCK Inc.

Registriert seit: 23.08.2011

QUOTE

17.08.2013, 01:08

#10



/closed

[\[Profile\]](#) dead :'(

karrot and necrospaz - best necro friends ever <3

EA, you took away all my friends :'(

Registriert seit: 07.03.2012

QUOTE

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