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Cine Script Bytecode

The Cinematic Engine's bytecode is similar to that of the AI engine except that Cine scripts aren't broken into events. When a script is run, it simply runs through all the operations in the script. The script can change the game flow by warping levels but if that is not done, the game will resume where the cinematic engine was triggered.

Operations

- Put message on screen
- Wait for Player input
- Move camera to x, y
- Zoom camera
- Rotate camera
- Object interactions
 - Move object
 - Scale object
 - Rotate object
 - Remove object
 - Hide object
 - Show object
- Warp to level
- Change gravity
- etc.

Bytecode layout

The bytecode is a two-byte string where a step, operation, object, argument and duration are defined. Step is added to allow for multiple operations to occur simultaneously if they have the same step. Execution will wait for all operations of the current step to complete before moving on to the next step. The Object indicates which object index to manipulate (0x0 is the camera). And duration is how long the operation should take in frames.

[step][Op][Obj][Arg][Dur]
16 bits 8 bits 16 bits 16 bits 8 bits

See Also

[ZEG datafile](#)

[AI Script Bytecode](#)