sigh
Here is my most updated script.
*****************Camera
-0 Enable_Letterbox, 1, 1
-0 Create_Object, 0, "camera", 0, 10, 50, 0
-0 Play_Animation, 0, "camera.camera", 1
-0 Control_Camera, 0, "camera"
-0 Set_Screen_Fade_Color, 0, 0, 0, 0
-0 Set_Screen_Fade_Opacity, 1, 0
-290 Set_Screen_Fade_Opacity, 0, 2
-319 Set_Screen_Fade_Opacity, 0, 0
-319 Control_Camera, -1
-319 Enable_Letterbox, 0, 1
-319 Destroy_Object, 0
****************Animation
-0 Create_Object, 1, "fly_bone", 0, 0, 50, 0
-0 Play_Animation, 1, "fly_bone.fly_bone", 1
-305 Destory_Object, 1
*****************A-10
-0 Create_Object, 2, "GDI_A10_Flyover", 0, 0, 50, 0
-0 Attach_to_Bone, 2, 1, "Box01"
-301 Destory_Object, 2
*****************Pilot Eject
-248 Create_Real_Object, 3, "GDI_Grenader_0", 1, "Box01"
-248 Create_Object, 4, "eject_bone", 0, 100, 50, 0
-248 Attach_to_Bone, 4, 1, "Box01"
-248 Attach_to_Bone, 3, 4, "eject"
-250 Play_Animation, 4, "eject_bone.eject_bone", 1
-260 Attach_to_Bone, 3, -1, "eject"
-270 Destory_Object, 4
****************Sounds
-0 Play_Audio, "gdi_A10_Idle_01", 1, "Box01"

I have the poke 'n' play script attached to a civilian, and created a spawner for it. The poke n play
parameters are "Text File: brianscript.txt" (its in my editor cache) and "Location: X=0 Y=0 Z=0". I
have the following w3d's in my editor cache:
camera.w3d
eject_bone.w3d
fly_bone.w3d

I have created a new preset by clicking "add" under one of the other music songs, to get its
volume and radius down. I changed the file to "mayday.wav", which is also in my editor cache.

Now whenever I "poke" my civilian, Renegade crashes. I think I'm doing everything right, and I just

told you, everything. Any Suggestions?