Subject: Re: Cinematics (Create_Explosion) Posted by rrutk on Thu, 19 Feb 2009 13:01:57 GMT

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or would this be better? but i still got no explosions. gmax file attached.

concerning the timeframe...is it detinated by the length of the main animation? mad it 400 frames. or is it independend? if so, how to determine the timecode/length?

PS: if I use e.g. a vehicle preset instead of the explosions, then it works.

PPS: some1 knows a script to make a vehicle fire its weapons? base-Defence-scripts seem not to work, if i attach them to the preset in LE.

```
This is the NOD Airstrike with su8l1.w3d
 ****** Aircraft
-0 Create_Real_Object, 7, "CnC_Nod_Aircraft_Beta"
   Attach_Script,
                   7, "M01 Flyover Generic Script JDG", "FUSELAGE"
· ****** Path
-0 Create_Object, 8, "airstrike"
-0 Play_Animation, 8, "airstrike.airstrike", 0
-0 Attach_To_Bone, 7, 8, "PLANE"
****** Explosion
-205 Create_Real_Object, 9, "Explosion_Airstrike_Sub", 8, "EXPL01"
-205 Attach_To_Bone, 9, 8, "EXPL01"
-210 Create Real Object, 10, "Explosion Airstrike Sub", 8, "EXPL02"
-210 Attach To Bone, 10, 8, "EXPL02"
-215 Create_Real_Object, 11, "Explosion_Airstrike_Sub", 8, "EXPL03"
-215 Attach To Bone, 11, 8, "EXPL03"
-220 Create_Real_Object, 12, "Explosion_Airstrike_Main", 8, "EXPL00"
-220 Attach_To_Bone, 12, 8, "EXPL00"
-225 Create_Real_Object, 13, "Explosion_Airstrike_Sub", 8, "EXPL04"
-225 Attach_To_Bone, 13, 8, "EXPL04"
-230 Create_Real_Object, 14, "Explosion_Airstrike_Sub", 8, "EXPL05"
-230 Attach To Bone, 14, 8, "EXPL05"
-235 Create Real Object, 15, "Explosion Airstrike Sub", 8, "EXPL06"
```

-235 Attach_To_Bone, 15, 8, "EXPL06"

- -400 Destroy_Object, 7
- -400 Destroy_Object, 8
- -400 Destroy_Object, 9
- -400 Destroy_Object, 10
- -400 Destroy_Object, 11
- -400 Destroy_Object, 12
- -400 Destroy_Object, 13
- -400 Destroy_Object, 14
- -400 Destroy_Object, 15

File Attachments

1) airstrike.gmax, downloaded 115 times