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

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.

```
;*********************** NOD Airstrike  ***********************
;  This is the NOD Airstrike with su8l1.w3d
;
;
  ;******************************************************************************* *******
  ;


; *************************** Aircraft

-0 Create_Real_Object, 7, "CnC_Nod_Aircraft_Beta"
-0    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 126 times