
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.

```
.***** 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 160 times
