ATM I'm making the cinematics for my airstrike.

Found at jonwills cinematic guide:

"Create_Explosion (creates an explosion at a bone). Parameters:
Explosion preset to create.
Slot number for the bone object.
Bone to create it at."

Possible, that Create_Explosion" doesnt work???

because, nothing happens, only the plane is following his waypath (i want to have a real explosion created at the place, where the airstrike calling beacon is):

```
.*********************** 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

-450 Create_Explosion, 8, "Explosion_Gunboat_Rocket", "Expl01"
-460 Create_Explosion, 8, "Explosion_Gunboat_Rocket", "Expl02"
-470 Create_Explosion, 8, "Explosion_Gunboat_Rocket", "Expl03"
-480 Create_Explosion, 8, "Explosion_NukeBeacon", "Expl00"
-490 Create_Explosion, 8, "Explosion_Gunboat_Rocket", "Expl04"
-500 Create_Explosion, 8, "Explosion_Gunboat_Rocket", "Expl05"
-510 Create_Explosion, 8, "Explosion_Gunboat_Rocket", "Expl06"

-1000  Destroy_Object, 7
-1000  Destroy_Object, 8
```

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
```

Subject: Re: Cinematics (Create_Explosion)
Posted by Slave on Thu, 19 Feb 2009 18:17:14 GMT
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This is what I once did.

Create an (invisible) object, script it to self destruct instantly.
Script it to set the explosion to your will.

Subject: Re: Cinematics (Create_Explosion)
Posted by rrutk on Thu, 19 Feb 2009 23:06:26 GMT
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Slave wrote on Thu, 19 February 2009 12:17This is what I once did.

Create an (invisible) object, script it to self destruct instantly.

Script it to set the explosion to your will.

uuhm, script to blow an object away with a determined explosion?

and....could send a destruction custom through the cinematic.
but how to get the beacons ID??? to send the custom to?

Subject: Re: Cinematics (Create_Explosion)
Posted by mrÃ£Ã§Ä·z on Fri, 20 Feb 2009 17:48:49 GMT
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Make a Script in C++ to create Explosions + Damage, thats how i did it on my old code

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Subject: Re: Cinematics (Create_Explosion)
Posted by rrutk on Fri, 20 Feb 2009 19:09:03 GMT
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found a good solution now for my airstrike with beacons. its a nice big bang

but a lot of the cinematic stuff didnt worked...dont know why.