Subject: Cinematics (Create\_Explosion) Posted by rrutk on Thu, 19 Feb 2009 02:07:59 GMT

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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" doesn't 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):

```
This is the NOD Airstrike with su8l1.w3d
   ****** Aircraft
-0 Create_Real_Object, 7, "CnC_Nod_Aircraft_Beta"
                   7, "M01_Flyover_Generic_Script_JDG", "FUSELAGE"
   Attach Script,
******* 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
```

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 independent? 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 114 times

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 mrãçÄ·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

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.