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Subject: Re: Airstrike Pictures ;)  
Posted by [rrutk](#) on Sun, 22 Feb 2009 23:57:07 GMT  
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Because some people asked, this is the way I've done it:

#### Airstrike Management

Airstrike Manager (Main): 100621  
- JFW\_Reflect\_Custom\_Delay: 7

Airstrike Manager (Sound 1): 100622

- JFW\_Reflect\_Custom

Airstrike Manager (Sound 2): 100623

- JFW\_Reflect\_Custom\_Delay: 3

#### NOD:

Original Beacon:

- DAK\_Vehicle\_Regen\_DAK

- TFX\_Replace\_When\_Repaired: Airstrike\_Signal\_Flare\_NOD

Replaced Beacon:

- JFW\_2D\_Sound\_Custom: SFX\_My\_Siren

- JFW\_2D\_Sound\_Custom\_Team: 971, Sound\_Airstrike\_Warning\_NOD, 0

- JFW\_2D\_Sound\_Custom\_Team: 971, Sound\_Airstrike\_Warning\_GDI, 1

- JFW\_2D\_Sound\_Custom\_Team: 970, Sound\_Airstrike\_EnRoute\_GDI, 1

- JFW\_2D\_Sound\_Custom\_Team: 970, Sound\_Airstrike\_EnRoute\_NOD, 0

- JFW\_Blow\_Obj\_Up\_On\_Custom: Explosion\_Main\_Airstrike, 9697

- JFW\_Created\_Send\_Custom: 100621, 9697

- JFW\_Created\_Send\_Custom: 100622, 970

- JFW\_Created\_Send\_Custom: 100623, 971

- JFW\_Destroy\_Self\_Timer: 10, 90

- Test\_Cinematic: nod\_airstrike.txt

CnC\_Nod\_Aircraft\_Beta:

- JFW\_Destroy\_Self\_Timer: 10, 100

#### GDI:

Original Beacon:

- DAK\_Vehicle\_Regen\_DAK

- TFX\_Replace\_When\_Repaired: Airstrike\_Signal\_Flare\_GDI

Replaced Beacon:

- JFW\_2D\_Sound\_Custom: SFX\_My\_Siren

- JFW\_2D\_Sound\_Custom\_Team: 961, Sound\_Airstrike\_Warning\_NOD, 0

- JFW\_2D\_Sound\_Custom\_Team: 961, Sound\_Airstrike\_Warning\_GDI, 1

- JFW\_2D\_Sound\_Custom\_Team: 960, Sound\_Airstrike\_EnRoute\_GDI, 1

- JFW\_2D\_Sound\_Custom\_Team: 960, Sound\_Airstrike\_EnRoute\_NOD, 0

- JFW\_Blow\_Obj\_Up\_On\_Custom: Explosion\_Main\_Airstrike, 9696

- JFW\_Created\_Send\_Custom: 100621, 9696
  - JFW\_Created\_Send\_Custom: 100622, 960
  - JFW\_Created\_Send\_Custom: 100623, 961
  - JFW\_Destroy\_Self\_Timer: 10, 91
  - Test\_Cinematic: gdi\_airstrike.txt
- GDI\_A10\_Flyover:
- JFW\_Destroy\_Self\_Timer: 10, 100

GDI Cinematic File:

```

;
;
; Available Cinematic Script Commands
;
; time/frame Create_Object, id (slot), preset_name, x, y, z, facing, animation
; id can be -1 to mean do not store this object, and do not destroy
; 0 Create_Object, 0, .44 Magnum, 0, 0, 0, 180, "Human.jump"
;
; time/frame Destroy_Object, id (slot)
; 0 Destroy_Object, 0
;
; time/frame Play_Animation, id (slot), animation_name, looping, sub_obj_name
; 0 Play_Animation, 0, "Human.Jump", false
;
; time/frame Control_Camera, id ( slot )
; use id -1 for disabling control;
; note this will also disable star control and disbale the hud
; 0 Control_Camera, 0
;
;
;
;***** CHEAT SHEET *****
;
;Start frame create_object slot number model x,y,z,facing animation name( model*hierarchy*.anim
)
;Start frame Play_Animation slot number anim name ( model*hierarchy*.anim ) looping Sub
Object
;Start frame Play_Audio wave filename slot number bone name
; * no slot # / bone name = 2D Audio
;0= NO LOOP ( kills object when finshed ) 1= LOOP
;
;***** GDI Airstrike *****
; This is the GDI Airstrike with v_gdi_a10.w3d
;
;*****
;

```

```
; ***** Aircraft
-0 Create_Real_Object, 7, "GDI_A10_Flyover"
-0 Play_Animation, 7, "V_GDI_A10.V_GDI_A10", 1

; ***** Path
-0 Create_Object, 8, "airstrike"
-0 Play_Animation, 8, "airstrike.airstrike", 0
-0 Attach_To_Bone, 7, 8, "PLANE"

; ***** Explosion
-140 Create_Object, 9, "X1G_AG_Effects", 0
-140 Play_Animation, 9, "X1G_Effects.X1G_Effects", 0

; ***** CleanUp
-400 Destroy_Object, 7
-400 Destroy_Object, 8
-400 Destroy_Object, 9
```

Text announcements are missing, because I dont know a f... script for simple text messages (no, message\_display\_custom is bugged.).

You will need this files (x1g\_effects is changed to have detonation at 0,0,0):

## File Attachments

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- 1) [airstrike.W3D](#), downloaded 187 times
  - 2) [x1g\\_effects.w3d](#), downloaded 183 times
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