
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" 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
```

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 132 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 [rutk](#) on Thu, 19 Feb 2009 23:06:26 GMT
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Slave wrote on Thu, 19 February 2009 12:17 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.

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 [mrŁŒŒŒ-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.