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Subject: scripts.dll 1.8 progress report

Posted by [vloktboky](#) on Tue, 03 Aug 2004 19:17:14 GMT

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In your cinematic, create an invisible object at the same time frame as the bomb hits the ground in the same position as where the bomb hits. Then, attach a custom script to that invisible object that on create, creates the explosion you define in your preset tree for the air strike. The end result: your bomb creating an explosion when it hits the target.

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