right I really need some help I edited the text script as it didnt quite work here it is:

-0 Create_Real_Object, 1, "X3_a10_strk1", 1, "Plane"
-0 Attach_To_Bone, 1, 1, "Plane",
-300 Destroy_Object, 1

-150 Create_Object, 2, "Weapon_AGT_Missile",
-150 Attach_To_Bone, 2, 2, "Weapon",
-200 Destroy_Object, 2
-200 Create_Object, 2, "Explosion_Rocket_Heavy",

but when i place the flare it waits for a couple of seconds and then crashes the game is the text script wrong or is it the bones i did i got the attchment here

or am i ment to link it to the .W3D file

BTW i exported it as an "Hierarchical Animated Model", is it not working cos thats the wrong file type?

Please reply back asap!

Fatal

File Attachments
1) A10 airstrike.gmax, downloaded 70 times