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Subject: Re: Cinematics help!

Posted by [fatalcry](#) on Wed, 20 Jun 2007 12:31:27 GMT

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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 attachment 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

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### File Attachments

1) [A10 airstrike.gmax](#), downloaded 127 times

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