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Subject: Re: JFW\_Building\_Damage

Posted by [rrutk](#) on Sat, 29 Mar 2008 12:50:39 GMT

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Thats the problem:

A plane is flying over the base, following a waypath.  
It enters a Zone\_Script\_All over the base.

On enter, there should be an explosion in the base and building damage.

Its no problem to let something appear in the base, if the plane enters the zone.

But I'm not able to find a command to let it explode.

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