
Subject: Re: JFW_Building_Damage

Posted by [rrutk](#) on Sat, 29 Mar 2008 13:46:15 GMT

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I found a PARTLY solution:

I place a script_zone_all with a apply_damage_on_enter attached on the locations, where the explosions of the airstrike should occur.

if the plane crosses another script_zone_all with a create_on_enter attached, it creates objects at the destined positions of the damage_zones. the objects explodes.

but, still the problem: its cinematic, i have no real damage!
need a command for building damage!
