
Subject: Cinematics (Create_Explosion)

Posted by [rrutk](#) on Thu, 19 Feb 2009 02:07:59 GMT

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ATM I'm making the cinematics for my airstrike.

Found at jonwills cinematic guide:

"Create_Explosion (creates an explosion at a bone). Parameters:
Explosion preset to create.
Slot number for the bone object.
Bone to create it at."

Possible, that Create_Explosion" doesnt work???

because, nothing happens, only the plane is following his waypath (i want to have a real explosion created at the place, where the airstrike calling beacon is):

```
.***** NOD Airstrike *****  
;  
; This is the NOD Airstrike with su8l1.w3d  
;  
;  
.*****  
;  
  
. ***** Aircraft  
;  
  
-0 Create_Real_Object, 7, "CnC_Nod_Aircraft_Beta"  
-0 Attach_Script, 7, "M01_Flyover_Generic_Script_JDG", "FUSELAGE"  
  
. ***** Path  
;  
  
-0 Create_Object, 8, "airstrike"  
-0 Play_Animation, 8, "airstrike.airstrike", 0  
-0 Attach_To_Bone, 7, 8, "PLANE"  
  
. ***** Explosion  
;  
  
-450 Create_Explosion, 8, "Explosion_Gunboat_Rocket", "Expl01"  
-460 Create_Explosion, 8, "Explosion_Gunboat_Rocket", "Expl02"  
-470 Create_Explosion, 8, "Explosion_Gunboat_Rocket", "Expl03"  
-480 Create_Explosion, 8, "Explosion_NukeBeacon", "Expl00"  
-490 Create_Explosion, 8, "Explosion_Gunboat_Rocket", "Expl04"  
-500 Create_Explosion, 8, "Explosion_Gunboat_Rocket", "Expl05"  
-510 Create_Explosion, 8, "Explosion_Gunboat_Rocket", "Expl06"  
  
-1000 Destroy_Object, 7  
-1000 Destroy_Object, 8
```

