
Subject: Re: Cinematics (Create_Explosion)
Posted by [rrutk](#) on Thu, 19 Feb 2009 23:06:26 GMT
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Slave wrote on Thu, 19 February 2009 12:17 This is what I once did.

Create an (invisible) object, script it to self destruct instantly.
Script it to set the explosion to your will.

uuhm, script to blow an object away with a determined explosion?

and....could send a destruction custom through the cinematic.
but how to get the beacons ID??? to send the custom to?
