
Subject: Re: Airstrike Pictures ;)
Posted by [rrutk](#) on Sun, 22 Feb 2009 23:57:07 GMT
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Because some people asked, this is the way I've done it:

Airstrike Management

Airstrike Manager (Main): 100621
- JFW_Reflect_Custom_Delay: 7

Airstrike Manager (Sound 1): 100622

- JFW_Reflect_Custom

Airstrike Manager (Sound 2): 100623

- JFW_Reflect_Custom_Delay: 3

NOD:

Original Beacon:

- DAK_Vehicle_Regen_DAK

- TFX_Replace_When_Repaired: Airstrike_Signal_Flare_NOD

Replaced Beacon:

- JFW_2D_Sound_Custom: SFX_My_Siren

- JFW_2D_Sound_Custom_Team: 971, Sound_Airstrike_Warning_NOD, 0

- JFW_2D_Sound_Custom_Team: 971, Sound_Airstrike_Warning_GDI, 1

- JFW_2D_Sound_Custom_Team: 970, Sound_Airstrike_EnRoute_GDI, 1

- JFW_2D_Sound_Custom_Team: 970, Sound_Airstrike_EnRoute_NOD, 0

- JFW_Blow_Obj_Up_On_Custom: Explosion_Main_Airstrike, 9697

- JFW_Created_Send_Custom: 100621, 9697

- JFW_Created_Send_Custom: 100622, 970

- JFW_Created_Send_Custom: 100623, 971

- JFW_Destroy_Self_Timer: 10, 90

- Test_Cinematic: nod_airstrike.txt

CnC_Nod_Aircraft_Beta:

- JFW_Destroy_Self_Timer: 10, 100

GDI:

Original Beacon:

- DAK_Vehicle_Regen_DAK

- TFX_Replace_When_Repaired: Airstrike_Signal_Flare_GDI

Replaced Beacon:

- JFW_2D_Sound_Custom: SFX_My_Siren

- JFW_2D_Sound_Custom_Team: 961, Sound_Airstrike_Warning_NOD, 0

- JFW_2D_Sound_Custom_Team: 961, Sound_Airstrike_Warning_GDI, 1

- JFW_2D_Sound_Custom_Team: 960, Sound_Airstrike_EnRoute_GDI, 1

- JFW_2D_Sound_Custom_Team: 960, Sound_Airstrike_EnRoute_NOD, 0

- JFW_Blow_Obj_Up_On_Custom: Explosion_Main_Airstrike, 9696

- JFW_Created_Send_Custom: 100621, 9696
 - JFW_Created_Send_Custom: 100622, 960
 - JFW_Created_Send_Custom: 100623, 961
 - JFW_Destroy_Self_Timer: 10, 91
 - Test_Cinematic: gdi_airstrike.txt
- GDI_A10_Flyover:
- JFW_Destroy_Self_Timer: 10, 100

GDI Cinematic File:

```

;
;
; Available Cinematic Script Commands
;
; time/frame Create_Object, id (slot), preset_name, x, y, z, facing, animation
; id can be -1 to mean do not store this object, and do not destroy
; 0 Create_Object, 0, .44 Magnum, 0, 0, 0, 180, "Human.jump"
;
; time/frame Destroy_Object, id (slot)
; 0 Destroy_Object, 0
;
; time/frame Play_Animation, id (slot), animation_name, looping, sub_obj_name
; 0 Play_Animation, 0, "Human.Jump", false
;
; time/frame Control_Camera, id ( slot )
; use id -1 for disabling control;
; note this will also disable star control and disbale the hud
; 0 Control_Camera, 0
;
;
;
;***** CHEAT SHEET *****
;
;Start frame create_object slot number model x,y,z,facing animation name( model*hierarchy*.anim
)
;Start frame Play_Animation slot number anim name ( model*hierarchy*.anim ) looping Sub
Object
;Start frame Play_Audio wave filename slot number bone name
; * no slot # / bone name = 2D Audio
;0= NO LOOP ( kills object when finshed ) 1= LOOP

;***** GDI Airstrike *****
;
; This is the GDI Airstrike with v_gdi_a10.w3d
;
;*****
;

```

```
; ***** Aircraft
-0 Create_Real_Object, 7, "GDI_A10_Flyover"
-0 Play_Animation, 7, "V_GDI_A10.V_GDI_A10", 1

; ***** Path
-0 Create_Object, 8, "airstrike"
-0 Play_Animation, 8, "airstrike.airstrike", 0
-0 Attach_To_Bone, 7, 8, "PLANE"

; ***** Explosion
-140 Create_Object, 9, "X1G_AG_Effects", 0
-140 Play_Animation, 9, "X1G_Effects.X1G_Effects", 0

; ***** CleanUp
-400 Destroy_Object, 7
-400 Destroy_Object, 8
-400 Destroy_Object, 9
```

Text announcements are missing, because I dont know a f... script for simple text messages (no, message_display_custom is bugged.).

You will need this files (x1g_effects is changed to have detonation at 0,0,0):

File Attachments

- 1) [airstrike.W3D](#), downloaded 195 times
 - 2) [x1g_effects.w3d](#), downloaded 192 times
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