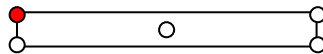
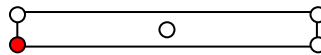
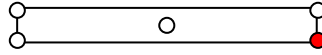
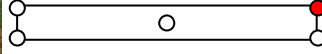




Get the coordinates for the explosion POLY with the F9 debug info. You'll need the four points of the poly and the poly's center.



Points (absolute coordinates):

```
465,1088
461,1105
218,1102
216,1088
```

Center:

336,1092

Points relative to Center:

```
465-336= 129, 1088-1092= -4
461-336= 125, 1105-1092= 13
218-336= -118, 1102-1092= 10
216-336= -120, 1088-1092= -4
```

So our final coordinates are (I chose 300 for the height):

```
POLY "CASA01EXP1", 336,1092,0,300,4,13
POINT          129,-4
POINT          125,13
POINT         -118,10
POINT         -120,-4
```

