Create Explosions in Commandos 2 with the Image Overlay Technique

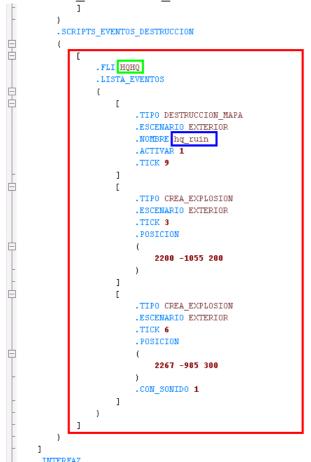
MIS

1. DETECTORES_EXPLOSION:

```
.RAILES_NUEVOS
.LINEAS_PAREDES_ROMPIBLES
.DETECTORES_EXPLOSION
        .TOKEN DET_EXPLOSION_HQ
        .POSMUNDO
            .ESC EXTERIOR
            .XYZ
               2291 -966 0
        .RADIO 50
        .ALTURA 30
        .INTENSIDAD_DETECCION EXPLOSION_MAYOR
        .FLI_SCRIPT_EVENTOS HQHQ
.SCRIPTS_EVENTOS_DESTRUCCION
   [
       .FLI HQHQ
        .LISTA_EVENTOS
```

FLI_SCRIPT_EVENTOS must have 4 characters of your choice.

2. SCRIPTS_EVENTOS_DESTRUCCION:



event name must be the same as above

NOMBRE must be the same as in Description.xml (DES file, see next page)

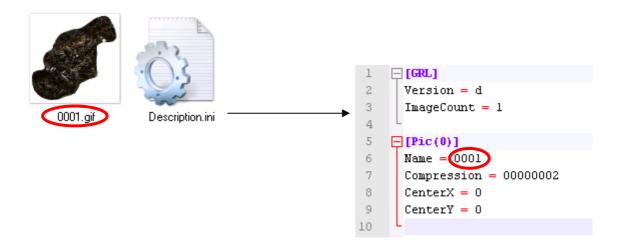
Explosions are optional

DES

Description.xml:

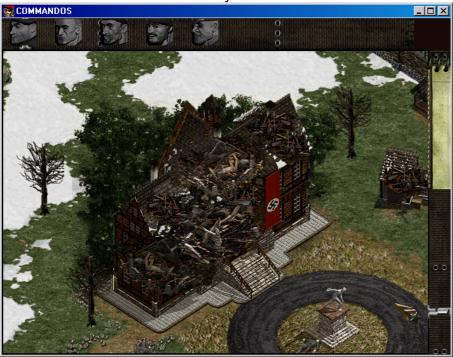
```
1
      <?xml version="1.0" encoding="utf-16"?>
 2
     [=]<DES_Description>
 3
         <CoverTable>
 4
           <DES Cover>
 5
             <TextureIndex>0</TextureIndex>
 6
             <Sec>>2060</Sec>>
 7
             <SecY>-499</SecY>
                                         position on map
 8
             <SecZ>0</SecZ>
 9
             <Y64X>2060</Y64X>
10
             <Y64Y>-499</Y64Y>
11
             <Unknown1>0</Unknown1>
12
             <Unknown2>0</Unknown2>
13
           </DES_Cover>
14
         </CoverTable>
15
     <DestructionTable>
16
           <DES Destruction>
17
            <Name>hq ruin</Name>
18
             <Views>
     19
               <DES DestructionInView>
20
                 <Unknown></Unknown>
21
                 <CoverIndicesToShow>
                                              Index to
22
                   <Int32>0</Int32>
                                           DES COVER
23
                 </CoverIndicesToShow>
24
                 <ObjectsToHide></ObjectsToHide>
25
                 <ObjectsToShow></ObjectsToShow>
26
               </DES_DestructionInView>
               <DES DestructionInView>
27
28
                 <Unknown></Unknown>
29
                 <CoverIndicesToShow></CoverIndicesToShow>
30
                 <ObjectsToHide></ObjectsToHide>
31
                 <ObjectsToShow></ObjectsToShow>
32
               </DES_DestructionInView>
33
               <DES DestructionInView>
34
                 <Unknown></Unknown>
35
                 <CoverIndicesToShow></CoverIndicesToShow>
36
                 <ObjectsToHide></ObjectsToHide>
37
                 <ObjectsToShow></ObjectsToShow>
38
               </DES DestructionInView>
               ZDES DestructionInViews
30
```

2. Textures.GRL.files:



3. 0001.gif:

Take a screenshot of the destroyed HQ in BEL:



Cut out the destroyed area in Photoshop (or a similar program):



Scale the image up to 130%, convert it to 255 colors and save it as 0001.gif

BAS

1. SUPERBITMAPS

```
旦[
            . MUNDO
                .EXIT_POINTS ( )
 5
                .BICHOS ( )
 6
                .CABLES ( )
                .FACHADAS ( )
 8
9 |
11
                        .TIPO 2D
                        .CARGADINAMICA BEL04.Y64
12
                        .FICHERO BELO4.MA2
13
14
                        .NOMBRE EXTERIOR
15
                         .SECTORES BELO4.SEC
                       .SUPERBITMAPS BELO4.DES
.AGUA "..\BEL_GLOBAL\WATER1.H20"
16
17
```

