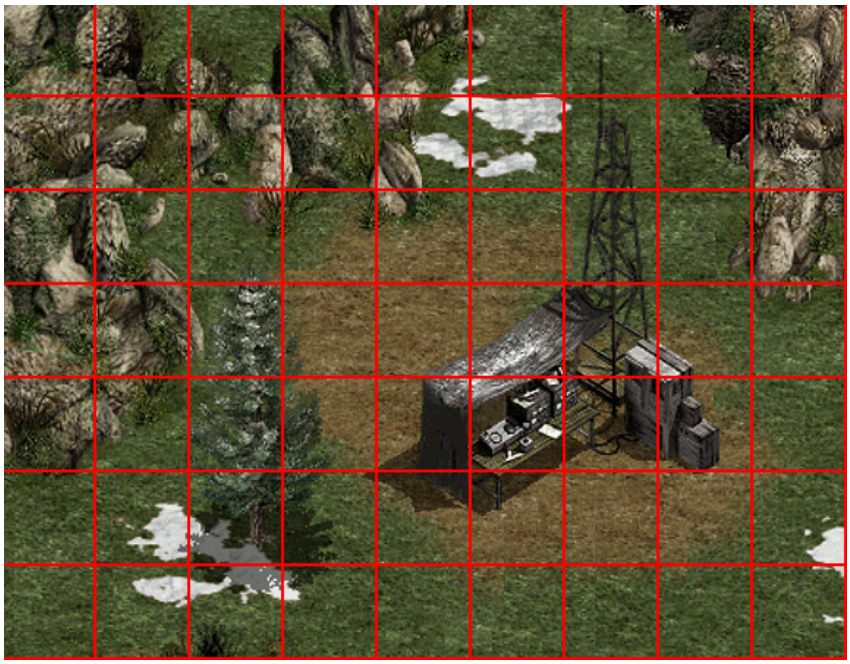
Destruction of static object in Commandos 2



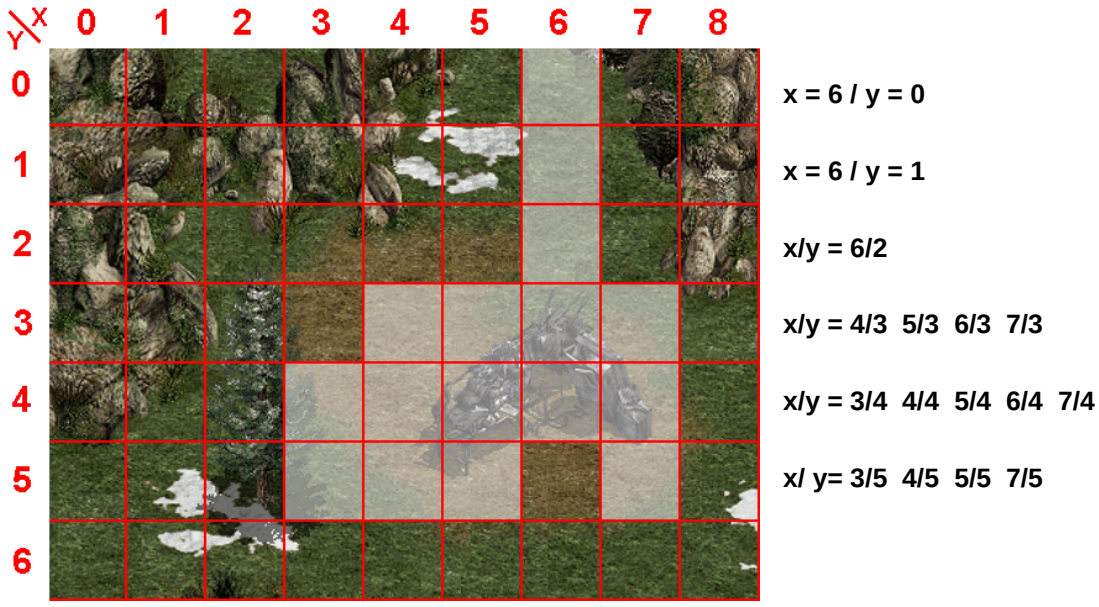
Each image is divided into multiple 64*64 pixel blocks.

0_0.bmp has the following dimensions: 1889 * 3185

The number of picture blocks can be calculated like this:
1889 / 64 = 29.52 -> round up to: 30
3185 / 64 = 49.77 -> round up to: 50
30 * 50 = 1500

`ExtraIndexTableF` tells us to which object a picture block belongs to. In our example all blocks belong to the object with the index 0.

`ExtraIndexTableX, ExtraIndexTableY` tell us the position of the blocks.



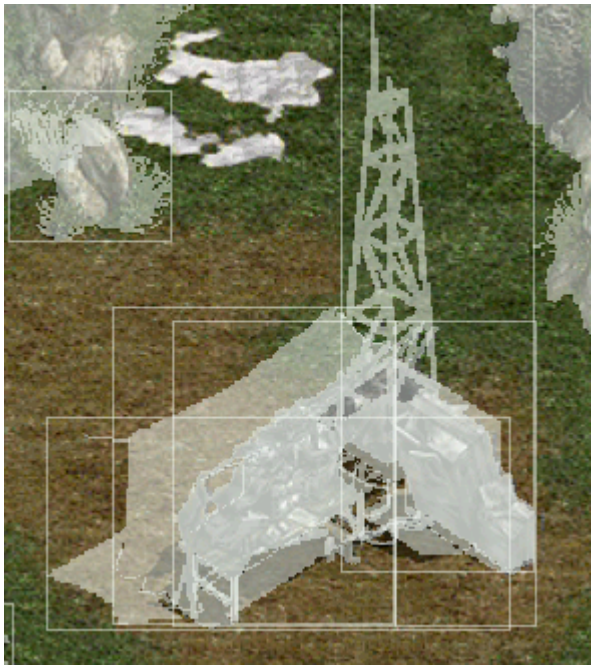
`ExtraIndexTableI` starts at 5DC (which is the hexadecimal representation of 1500). For each block it gets increased by 1.

```
[Pic(0,0)]
Width = 1889
Height = 3185
NumberPicBlockReal = 1516
NumberPicBlockExtra = 16
ExtraIndexTableF = 00000000,00000000,00000000,00000000,00000000,00000000,00000000,00000000,00000000,0000
ExtraIndexTableX = 00000006,00000006,00000006,00000004,00000005,00000006,00000007,00000003,00000004,0000
ExtraIndexTableY = 00000000,00000001,00000002,00000003,00000003,00000003,00000003,00000004,00000004,0000
ExtraIndexTableI = 000005DC,000005DD,000005DE,000005DF,000005E0,000005E1,000005E2,000005E3,000005E4,0000
```

All extra picture blocks are stored in a sequence like this:

0_0_Extra.bmp

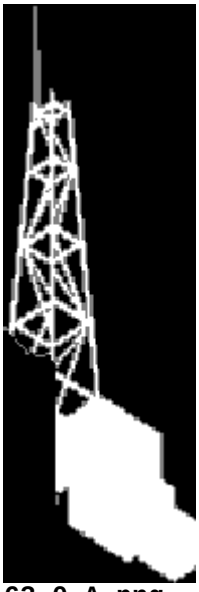
If we only exchange the blocks in the Y64 file, we get a result like this:



So we also have to exchange the masks in the MA2 file.

These are the original masks:

62_0.A.png



63_0.A.png

These are the additional masks of the destroyed object:

62_0_1.A.png

63_0_1.A.png

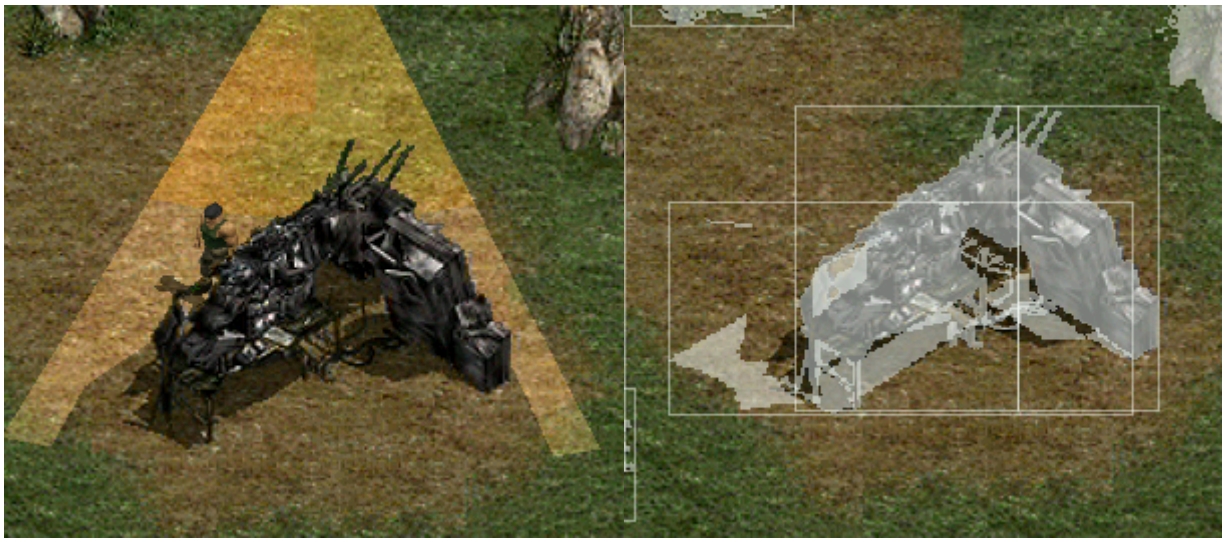
BEL01.MA2.xfiles\Description.xml:

```
      <RenderInfoBlockSerializationData>            <!-- Index: 62 -->
        <ObjectIndex>62</ObjectIndex>
        <x>278</x>
        <y>188</y>
        <RenderMapPath>62_0.A.png</RenderMapPath>
      </RenderInfoBlockSerializationData>
      <RenderInfoBlockSerializationData>            <!-- Index: 63 -->
        <ObjectIndex>63</ObjectIndex>
        <x>392</x>
        <y>31</y>
        <RenderMapPath>63_0.A.png</RenderMapPath>
      </RenderInfoBlockSerializationData>

      <RenderInfoBlockSerializationData>            <!-- Index: 290 -->
        <ObjectIndex>62</ObjectIndex>
        <x>308</x>
        <y>195</y>
        <RenderMapPath>62_0_1.A.png</RenderMapPath>
      </RenderInfoBlockSerializationData>
      <RenderInfoBlockSerializationData>            <!-- Index: 291 -->
        <ObjectIndex>63</ObjectIndex>
        <x>419</x>
        <y>195</y>
        <RenderMapPath>63_0_1.A.png</RenderMapPath>
      </RenderInfoBlockSerializationData>
```

BEL01.DES.xfiles\Description.xml:

```
<?xml version="1.0" encoding="utf-16"?>
<DES_Description>
  <CoverTable></CoverTable>
  <DestructionTable>
    <DES_Destruction>
      <Name>radio_ruin</Name>
      <Views>
        <DES_DestructionInView>
          <Unknown></Unknown>
          <CoverIndicesToShow></CoverIndicesToShow>
          <ObjectsToHide>
            <Int32>62</Int32>
            <Int32>63</Int32>
          </ObjectsToHide>
          <ObjectsToShow>
            <Int32>290</Int32>
            <Int32>291</Int32>
          </ObjectsToShow>
        </DES_DestructionInView>
      </Views>
    </DES_Destruction>
  </DestructionTable>
  <InitialCoverTable>
    <DES_InitialCoverInView>
      <CoverIndices></CoverIndices>
    </DES_InitialCoverInView>
  </InitialCoverTable>
  <InitialHidenObjectTable>
    <DES_InitialHidenObjectInView>
      <ObjectIndices>
        <Int32>290</Int32>
        <Int32>291</Int32>
      </ObjectIndices>
    </DES_InitialHidenObjectInView>
  </InitialHidenObjectTable>
</DES_Description>
```



MIS file:

This script detects if there is a big explosion at the radio station (400, -460) and triggers the event **RADI**

```
.DETECTORES_EXPLOSION
(
    [
        .TOKEN DET_EXPLOSION_RADIO
        .POSMUNDO
        [
            .ESC EXTERIOR
            .XYZ
            (
                400 -460 0
            )
        ]
        .RADIO 100
        .ALTURA 30
        .INTENSIDAD_DETECCION EXPLOSION_MAYOR
        .FLI_SCRIPT_EVENTOS RADI
    ]
)
```

This piece of code waits for the event **RADI** and does two things:
1) It executes the destruction with the name **radio_ruin** defined in the DES file.
2) It substitutes the picture blocks with id **0** in the Y64 file.

```
.SCRIPTS_EVENTOS_DESTRUCCION
(
    [
        .FLI RADI
        .LISTA_EVENTOS
        (
            [
                .TIPO DESTRUCCION_MAPA
                .ESCENARIO EXTERIOR
                .NOMBRE radio_ruin
                .ACTIVAR 1
            ]
            [
                .TIPO SUSTITUCION_YUV
                .ESCENARIO EXTERIOR
                .ID 0
                .TICK 10
            ]
        )
    ]
)
```