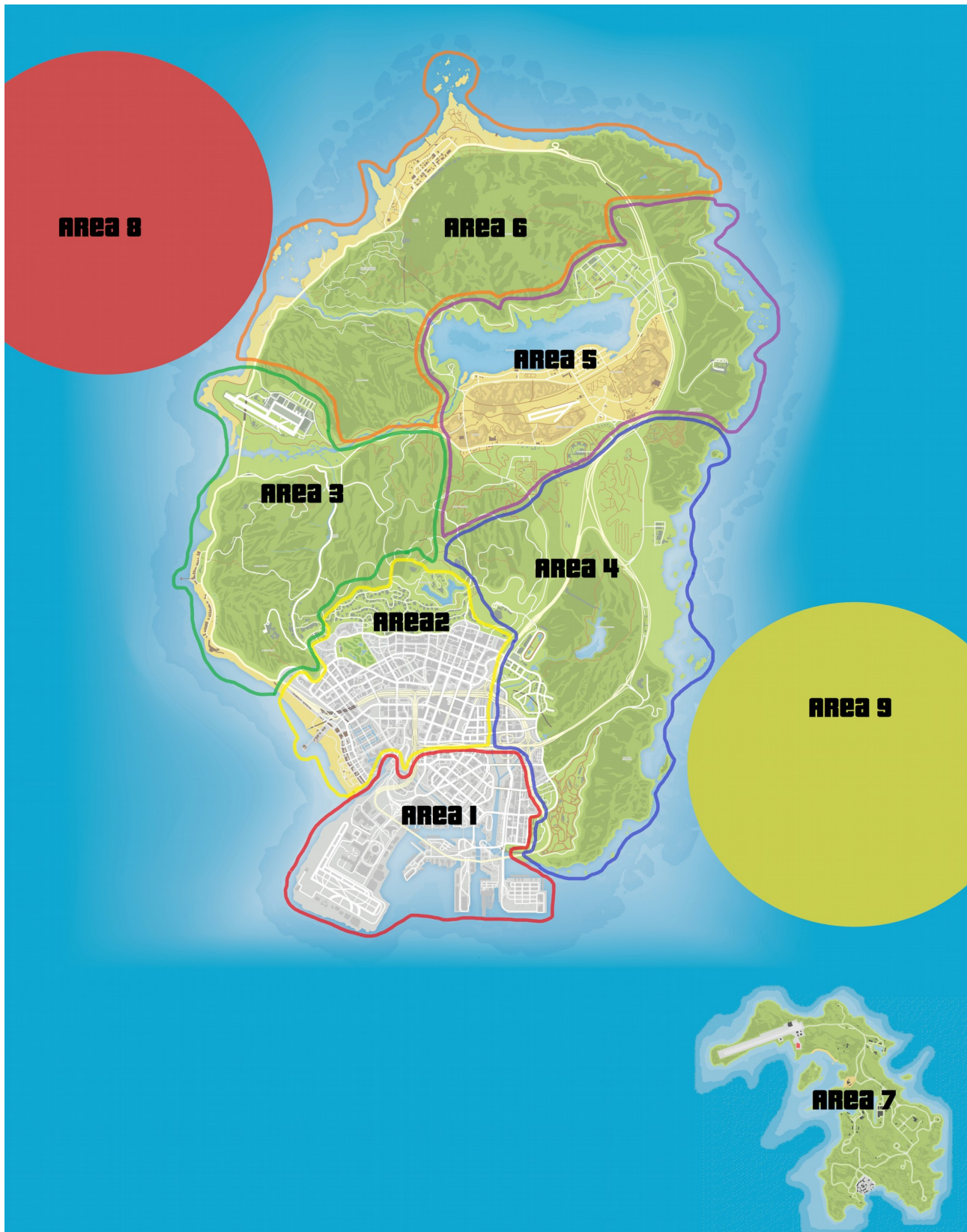


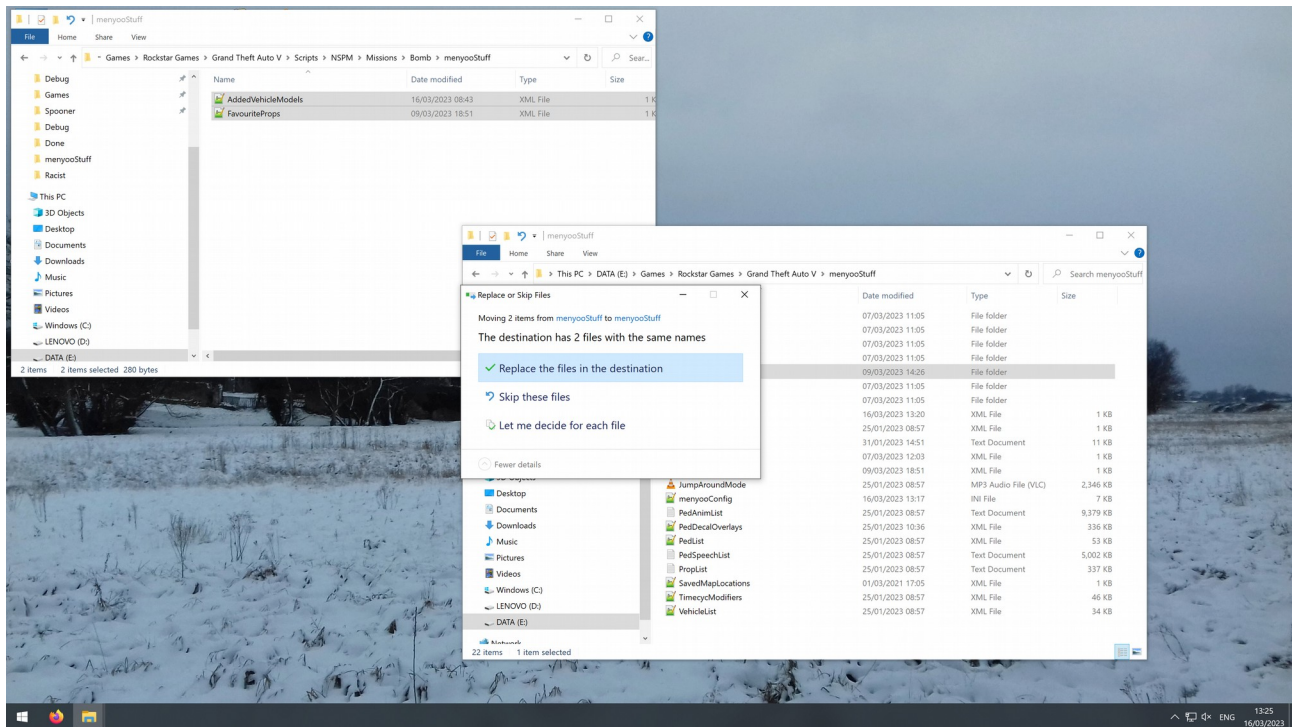
bomb missions;

the bomb missions are contained in (.xml) format. each (.xml) contains a list of locations, they can be constructed using a combination of menyoo and my spoon conversion program.



`<Zone>1</Zone>` // **this is the area the bomb is placed in.**

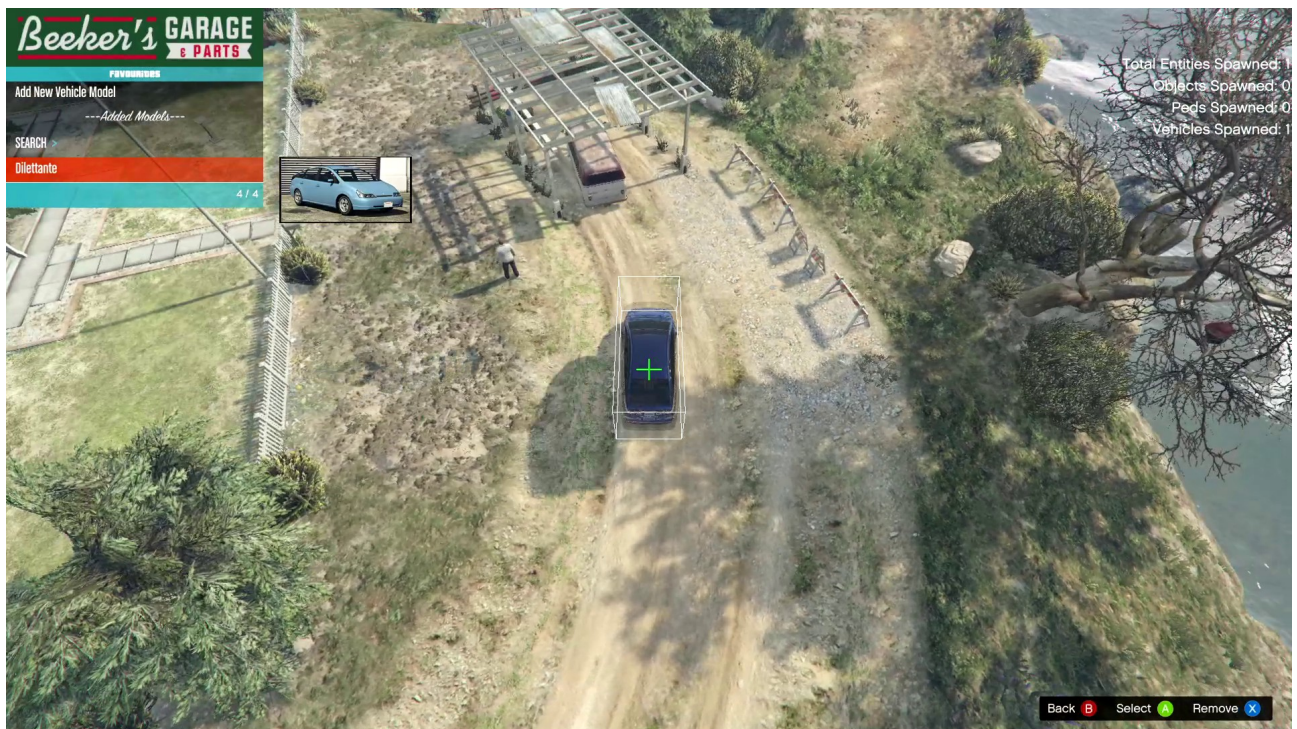
<FuPark>//**the location for fast travel to area.**
 <BombLoc>//**a selection of bomb locations.**



to add bomb locations with menyoo, first import the vehicle and prop lists from the racist folder.



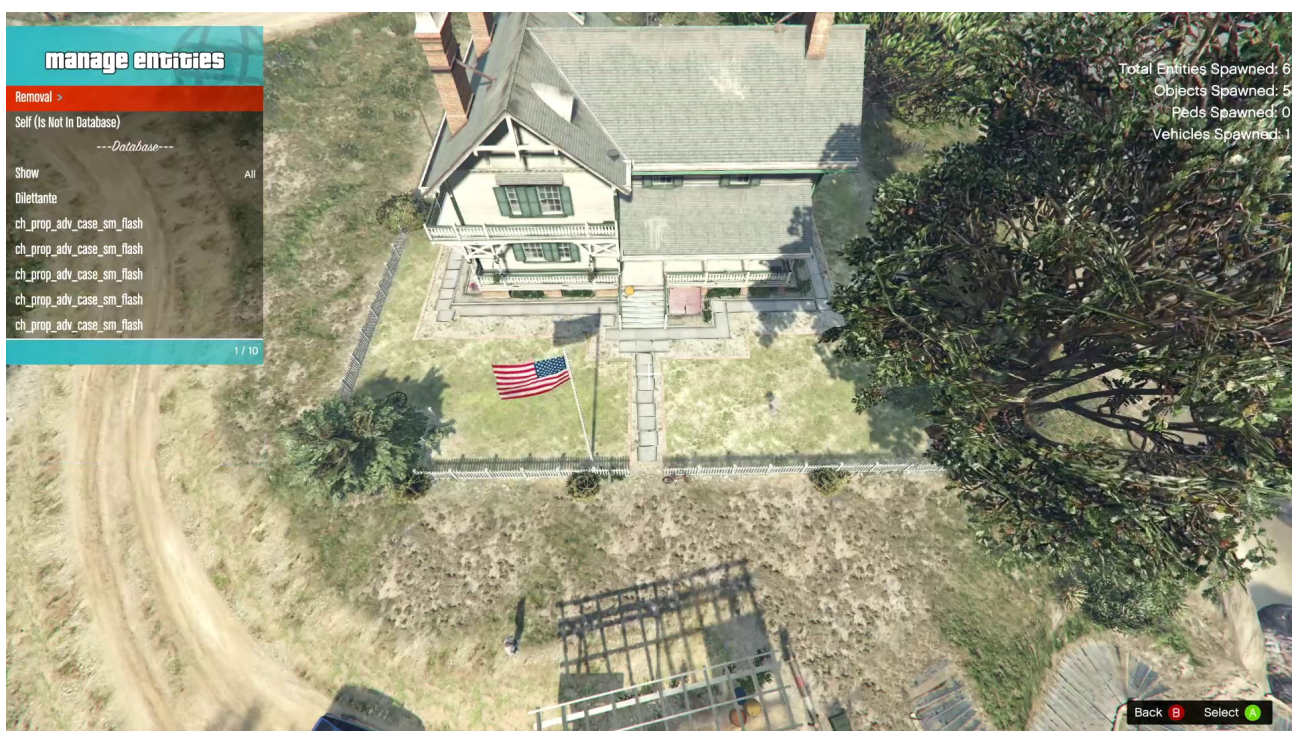
then open up gta with menyoo on your mod list.



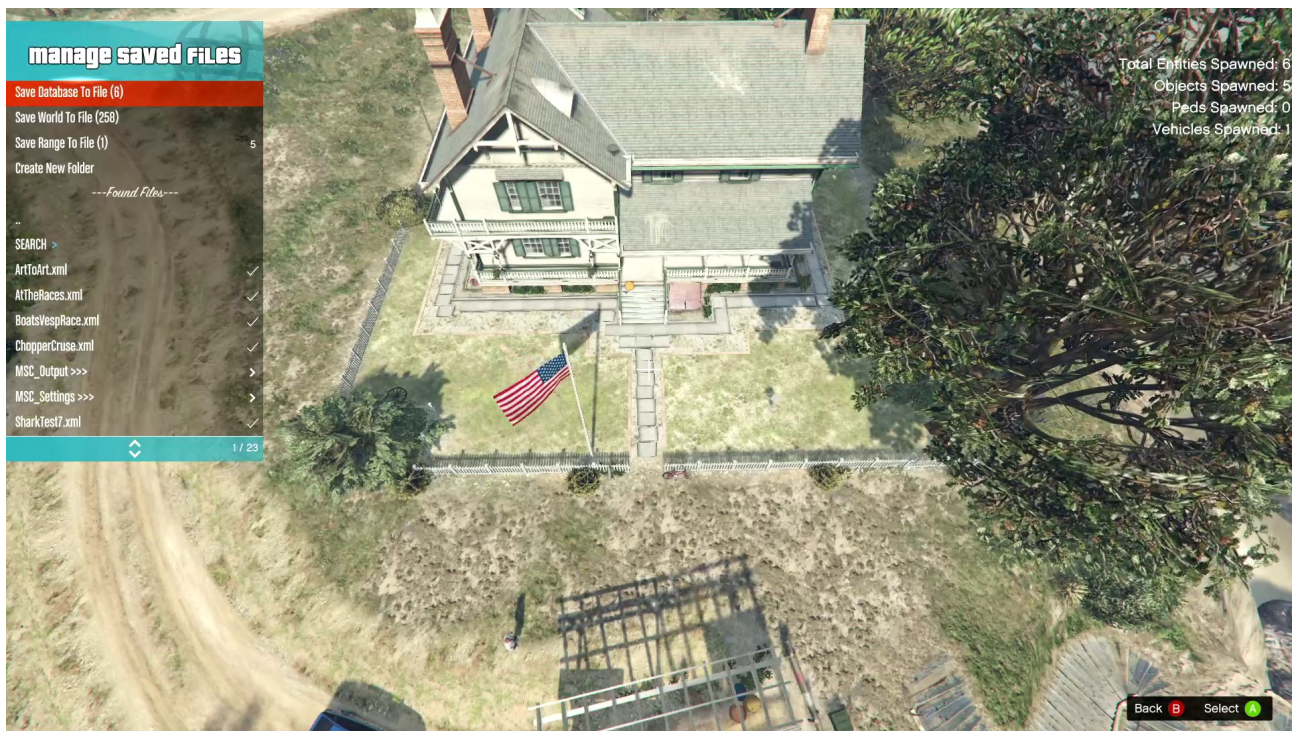
FIRST PLACE A DILETTANTE THIS REPRESENTS THE FAST TRAVEL LOCATION.



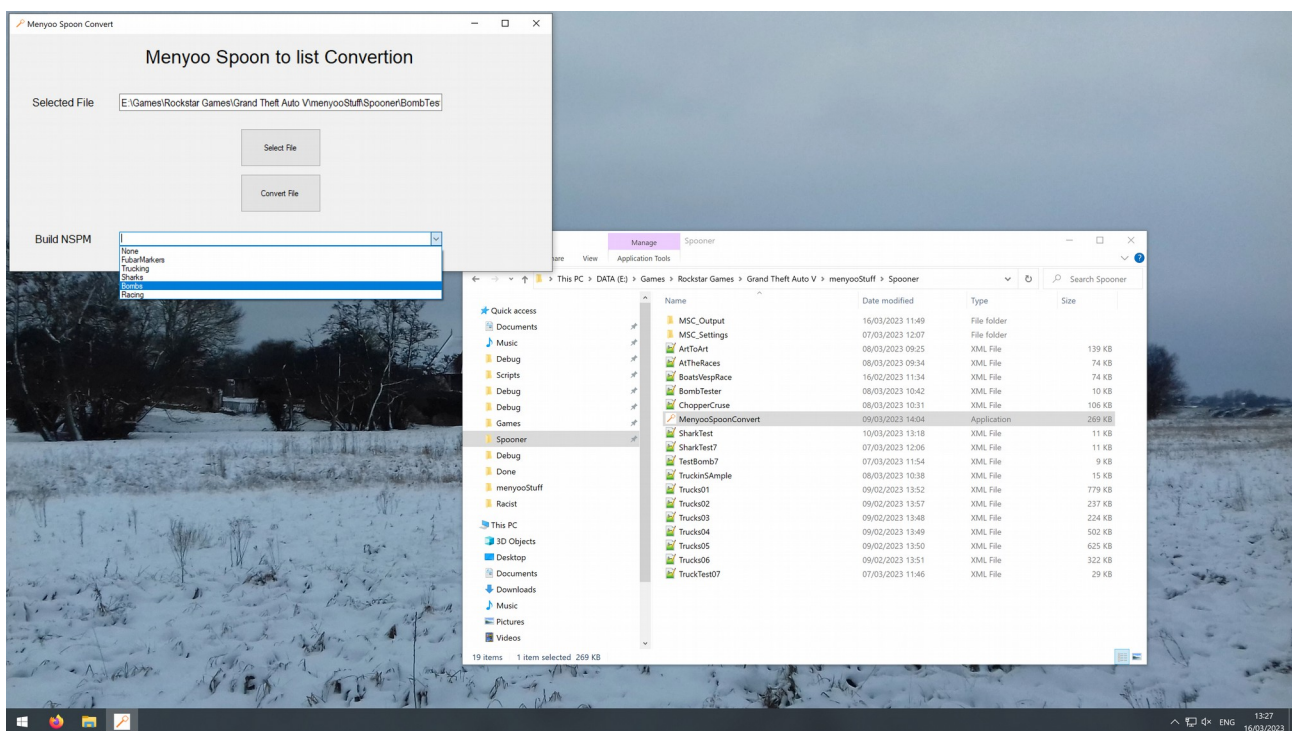
NEXT PLACE THE BOMB LOCATIONS. ADD SEVERAL TO EACH AREA.



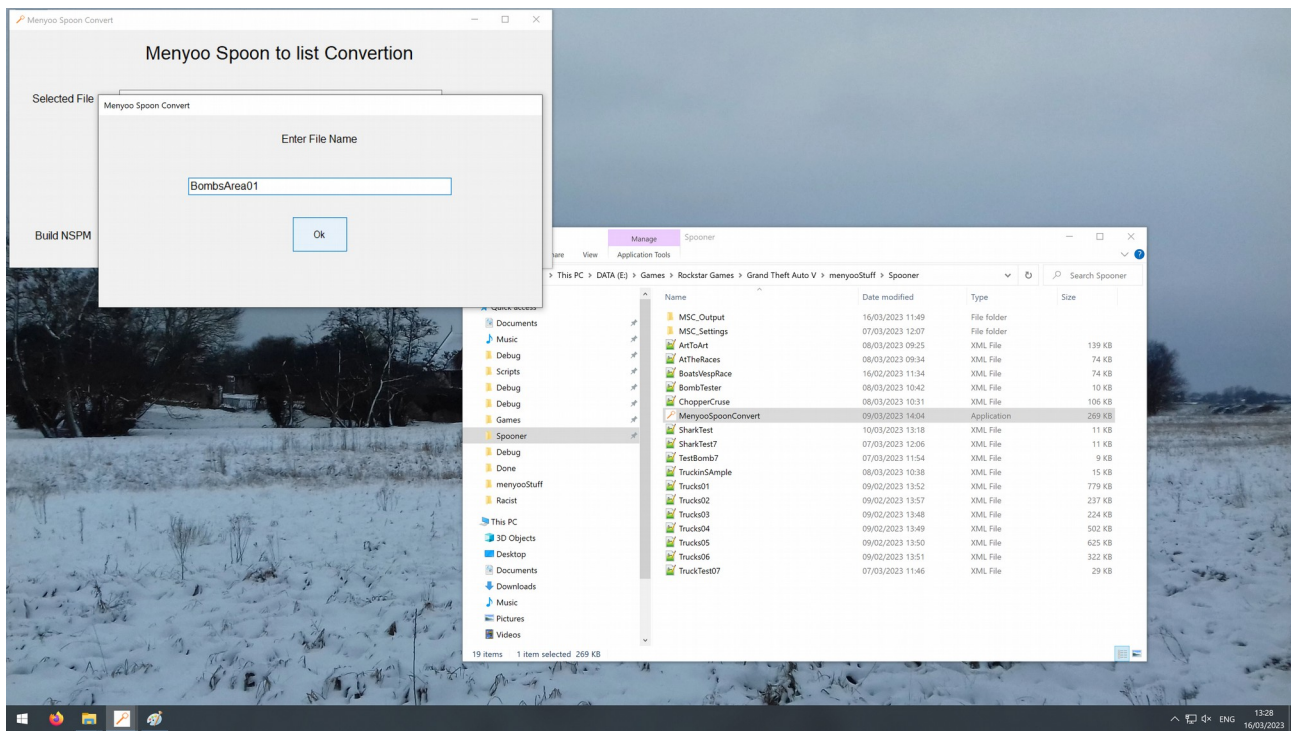
you can add more locations by placing another dilettante and more bombs after.



save your placements.



**now open spoon convert, and select the file you've just made.
select the bomb option**



name your file.
then open the (.xml) and set the <Zone>1</Zone> to the area your placements are in.