### **Custom Leaflets**

Leaflet visuals are tied to specific magazine type. They are defined in global [Config.cpp](https://community.bistudio.com/wiki/Config.cpp), but

can be overriden in [Description.ext](https://community.bistudio.com/wiki/Description.ext):

class CfgLeaflets  
{  
 class West // Configuration for 1Rnd\_Leaflets\_West\_F  
 {  
 text = "Text of the leaflet"; // Text shown when previewing the leaflet full-screen. Ideally should be localized, so even player who cannot read the image can get the information  
 texture = "myLeaflet\_ca.paa"; // Leaflet texture shown when previewing the leaflet full-screen  
 model = "myLeaflet.p3d"; // In-flight model. Optional; When undefined, generic white leaflet is used  
 }  
};

To let AI drop the leaflets, simply fire the weapon:

myDrone [fire](https://community.bistudio.com/wiki/fire) "Bomb\_Leaflets";

myDrone [addMagazine](https://community.bistudio.com/wiki/addMagazine) "1Rnd\_Leaflets\_West\_F";  
myDrone [addWeapon](https://community.bistudio.com/wiki/addWeapon) "Bomb\_Leaflets";