

Setting up mines :-

Tag all mine objects as dynamic, group class 'Proximity Mine'

In worldedit, set up a 'new' script as you did with the autogun - use the script file 'z:\nextgen\  
scripts\obj\prague2\mine.sma

Go to window->"script binding" (still in worldedit), and select 'mine.sma' in the script box, and  
'Proximity Mine' in the group class box, then click 'Bind'

And thats it...