
Subject: Cluster Munitions, is it possible?

Posted by [Anonymous](#) on Wed, 19 Feb 2003 18:11:00 GMT

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That's the whole thing I am trying to figure out. A weapon that spawns a weapon. I haven't been modding for very long so I haven't learned that part yet. If a weapon can spawn another weapon, then I should be able to do this quite easily. But how is it done? That Orca bomber idea (with the cluster bombs), would probably be the best use for this idea. Ooh, does anyone know the model for the nuke missile? The one seen dropping from the sky when a nuke beacon goes off? btw: if you know how, but can't explain it very well, don't worry, I catch on very quickly. [February 19, 2003, 18:13: Message edited by: Jakalth]
