
Subject: Timed Ion Cannon/Nuclear Launch

Posted by [Anonymous](#) on Sat, 21 Dec 2002 10:50:00 GMT

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ok... while my friends and i were testing my map, we got the neat idea that instead of imposing a server time limit for the map (the map is a D-Day type map), that it would be neat to have it so that after like X amount of time that an ion cannon would fire and blow up buildings. I have basically been up all night and haven't figured out how to accomplish this. So i need to know if anybody has any idea on how to do this. Cause it would actually make the map better. Since like Nod is invading a GDI beach head and the moving factor for the time limit would be the Ion Cannon satellite moving across the sky to destroy the Nod Carrier. I would be much appreciative of any info anyone has on timed Ion Cannon/Nuclear Strikes. Thanks.
