
Subject: Beacon question!!

Posted by [Anonymous](#) on Mon, 25 Nov 2002 05:11:00 GMT

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easy:- create a new beacon (weapon,and beacon setting)- create a cinematic have a script (m00_chinook_paradrop or somethinglike that)- in your beacon setting(not the weapon), set the cinematic at post cinematic... and change stuff if wanted.- Now, in the setting of the beacon WEAPON, set your model... and type of weapon:phys3 i think... anyway just add the same thing that the nuke beacon have. and set the Beacon "beacon setting" to your Beacon Setting u made for the paradrop.and its very important to remove the explosion effect,or else u will got (if u take all the nuke setting and modify it) a big nuke explosion(no anim...) and paratrooper comin! Btw then u willadd the script to the cinematic,dont forget to add M00_no_falling_damage or else... your trooper willbe paradropped without parachute! lol
