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Subject: Re: AI deploy beacon? scripts.dll or objects.ddb...

Posted by [ghostSWT](#) on Fri, 27 May 2005 16:26:01 GMT

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There is a gdi bot with a ion as a weapon, in c130 drop script he is called "GDI\_MiniGunner\_IonCannon\_JDG" I'm sure you can spawn him with scripts.dll and have him lay a beacon, oh... i never actually seen/spawned GDI\_MiniGunner\_IonCannon\_JDG so I'm not sure how he works.

I know there is a way to have an ion spawn and then detonate but the way i know is complicate, I'm sure someone will tell you an easy way... i hope.

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