Posted by reborn on Sun, 12 Jun 2005 21:24:00 GMT
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That isn't really neccessary...

If the script looks for the ten second nuke then edit the detonate time on the object to be longer..

In the top right of my screen shot is the object for the ten second nuke, this is marked by the orange box...
If you hit mod on this and then go to the setting tab, scroll down to the other highlighted orage box marked in the screen shot and change the value to what you want it to be... (the normal one is about 47 seconds i think) hope this helps

File Attachments
1) nuke.gif, downloaded 176 times

Presets | Instances | Convers

- Terrain
- Tile
- Object
  - Beacon
    - Ion Cannon
    - Nuclear Strike
  - C4
  - Cinematic
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  - Mendoza Boss
  - PowerUp
  - Raveshaw Boss
  - Sakura Boss
  - SAM Site
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Edit object

General | Physics Model | Settings | Dependencies | Scripts

Player Terminal Type `<None>`

ArmingAnimationName
`h_a_f2d0`

BroadcastToAllTime `5.000`

ArmTime `3.000`

DisarmTime `10.000`

PreDetonateCinematicDelay `7.000`

DetonateTime `17.700`

PostDetonateTime `15.000`

ArmedSoundDefID `SFX.Nuke_Beep`

ArmingTextID

ArmingInterruptedTextID

OK | Cancel | OK & Propagate...