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Subject: Re: Bot maker weapon

Posted by [Jerad2142](#) on Thu, 28 Dec 2006 18:09:03 GMT

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Cabal8616 wrote on Thu, 28 December 2006 10:45lol well thanks, but... I want it to be instant creation. Not a beacon.

You can make a beacon go off immanently if you adjust its arm time.

Cabal8616 wrote on Thu, 28 December 2006 10:45

Plus, a beacon would change the sky, wouldn't it?

You can make it so it is almost completely unnoticeable!

Cabal8616 wrote on Thu, 28 December 2006 10:45

Also, uhm, what exactly do I do for the "bones" n such again? Just make some spheres or boxes the size of a character, or what? lol, sorry for the stupid questions.

Bone can be any size and they are boxes.

c0vert7 wrote on Thu, 28 December 2006 10:54I dont think u can properly do this for a main reason... when u create the bot you will be stuck to it..

The bones will be where the bots are created so you won't be stuck in the bots.

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