
Subject: ren modeling

Posted by [kkllle](#) on Thu, 28 Jun 2007 14:48:37 GMT

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i need yalls help i made a scenery gun like in BF2142 and i want to be able to carry it then drop it and it will shoot ppl in ren. my ? is how do i do this and what scripts will i need to use. i don't want ppl to have to buy the scenery gun and it shows up ware u are standing. i want to be able to carry the scenery gun,say i hit #7 and im holding the scenery gun and im gdi. then i click and it drops on ground. then it starts shooting nod in there big red a\$\$e\$. thx plz help.
