
Subject: Re: Music

Posted by [reborn](#) on Sun, 08 Jul 2007 21:22:44 GMT

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joe937465 wrote on Sun, 08 July 2007 16:47 the other question was you know how when a character dies it drops a weapon? how can i make it so a guard tower or turret drops something on death?

Pretty easy to do in the scripts.dll source code, but even easier in level edit.

Go to the preset tree and hit mod on the preset that you want to drop something when it dies. Go to the scripts tab, and add one. Scroll to the bottom of the scripts list and there will be one called something like "tdx_spawn_when_killed" or perhaps tfx, i cant remeber. There is an input parameter on this script, you simply put in the preset name you want to create when it is killed. Leave the vector position as it is if you want it to spawn at it's death place.
