Subject: Re: Traveling
Posted by Oblivion165 on Sun, 15 Jul 2007 04:08:25 GMT

I always wanted to make a time travel script. One that records everything that has health to 10 slots.

Every minute it takes a snapshot of all the health/buildings/XYZ and put it in a slot of 10.

Slot1: 1:00 minutes in
Slot2: 2:00 minutes in
...
Slot10: 10:00 minutes in

Then when it goes past 10 minutes in it goes back to slot 1:
Slot1: 11:00 minutes in

Then when a time beacon is triggered it will got back 5 minutes or something and everything will be warped back to that slot's state.