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Subject: Re: Traveling

Posted by [dead6re](#) on Sun, 15 Jul 2007 14:40:34 GMT

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Jerad Gray wrote on Sun, 15 July 2007 09:47Oblivion165 wrote on Sat, 14 July 2007 22:08I 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.

That would be awesome, and completely possible. As for teleporting a object down a path, as it will move through walls and fall off the level.

What you could do for this is make a vector and a custom structure that records all of this information. The problem would occur with buildings that have been destroyed as you cannot set them back "100%".

As for the orginal problem in this thread, surely you can run a timer for an inaimate object to move it using the scripts. I know this would be intensive, but this would be how orginally it will have been done for aimiate objects.

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