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Subject: Re: Script

Posted by [reborn](#) on Thu, 09 Aug 2007 23:09:04 GMT

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You could go with Jerad's way, or you could do it via your scripts.dll

A small example for you to expand upon:

```
if (strstr(CurrMap,"C&C_Complex.mix")) {  
    Vector3 explosion_location;  
    explosion_location.X= -30.044f;  
    explosion_location.Y= -0.492f;  
    explosion_location.Z= 7.453f;
```

```
Commands->Create_Object("Beacon_Ion_Cannon_Anim_Post",explosion_location);  
Commands->Create_Explosion("Explosion_Mine_Remote_01",explosion_location,0);
```

You could add more explosion\_locations per map, then set them on a timer, so they go off all over the place at once on a timer.

Or you could create an array of explosion locations, then generate a random integer to choose one of the locations per map to use and run that on a timer. So it goes off at reandom locations on a set timer.

You could even set the timer as random too...

Perhaps even create some gloomy weather effect to and set the fog high and call it an ion storm. senda message in-game warning about the "warning, ion storm approaching".

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