
Subject: Re: Harvester Explosion

Posted by [Genesis2001](#) on Sun, 25 Nov 2007 00:23:49 GMT

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Attach a script to the harvester preset in Leveledit.

"JFW_Blow_Up_On_Death"

It takes one parameter and that's the "Explosion Preset"

Since you want it to blow up like an Ion Cannon, use "Explosion_IonCannonBeacon"

~MathK1LL
