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Subject: Re: ion storm effect function

Posted by [reborn](#) on Wed, 06 Feb 2008 18:37:29 GMT

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The invisible obj can be created anywhere on the map really, doesn't need to be at the players position. You could hard code the spawn location at 0,0,0 if you wanted to...

The weather effects happens globally on the map, but the ion blasts happen around the base building's, not to the player/obj the script is attached to. It wouldn't be too hard to make it happen around random players though aswell...

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