
Subject: HOMMING MISSILES

Posted by [samous](#) on Sun, 19 Oct 2008 20:35:24 GMT

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Is this possible?:

A tank fires a missile, the missile flies for 3 seconds, is "deleted" and another missile is "spawned" that has the script Hun_The_Player [or something like that] and then starts following people till it hits some one/some thing.

=samous

NOTE: this would be a good thing to have in a mod you might make, if it is possible.
