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Subject: Re: Need a stealth solution

Posted by [cnc95fan](#) on Sat, 24 Oct 2009 22:17:56 GMT

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GEORGE ZIMMER wrote on Sat, 24 October 2009 17:13: Another way is to maybe have it not actually use traditional weapons to bomb shit. It could perhaps spawn the projectile of your choice via scripts and hitting a specific button (like Q).

Renegade still assumes it's firing a projectile don't forget, he's clicking the "fire" button to move, the actual projectile from the object is fired using a different button like you suggested

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