Subject: Re: Need a stealth solution
Posted by GEORGE ZIMMER on Sat, 24 Oct 2009 22:44:33 GMT
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cnc95fan wrote on Sat, 24 October 2009 17:17GEORGE ZIMMER wrote on Sat, 24 October 2009 17:13Another 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
Oh, I dunno then. Would probably need to specially script it...