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Subject: Medic!

Posted by [Deafwasp](#) on Fri, 29 Aug 2003 02:05:03 GMT

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Is it possible to make it so a medic can drop health packs?

Ok, model a box to look like a health pack, make it a weapon, the weapon just throws out health packs, can leave them on the ground so peeps can pick them up.

Is this possible?

I was thinking if you said it wasn't, Then maybe copy the beacon logic or something so the beacon looks like a health pack, and when you click the button it creates a health pack on the ground right in front of you and it is animated to look like it was thrown there maybe?

Wait, why am I being that complicated!

Can't we just do something with mines to make this work? And each medic has about 30 medpacks?

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