
Subject: Re: Smoke/HE Grenades on ren engine
Posted by [Spyder](#) on Fri, 17 Jun 2011 11:49:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

I think that wouldn't be too difficult to achieve. You can simply make a new type of C4, so that it doesn't explode when it hits something. Then you attach a script to it, so when it collides with something it will activate/create an emitter on the object. Then attach a timer or something so that the object disappears after e.g. 2 minutes.

A simple example of this would be a flare fired by a grenade launcher.
