
Subject: C&C Mutation Preview

Posted by [NeoSaber](#) on Mon, 03 May 2004 17:09:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

Titan1x77Those meteors are a very nice touch.

how did you do it?

A combination of a couple scripts, one of which I wrote myself. The meteors are an animation setup as a cinematic object. It has the script SUR_Timed_Death on it to destroy the object at the moment it reaches the ground, triggering its KilledExplosion (which uses a custom explosion model).

To get them to appear to begin with I wrote a script, Neo_CreateObject_RandomTimer (couldn't find one that did what I needed), and attached it to a temp version of a Daves Arrow. The script creates a preset, in this case the meteor, at the Daves Arrow's location at random times (between the Min and Max parameters on the script). The animation is setup so 0,0,0 on it (the Daves Arrow location) is actually the point of impact.

I also extracted the meteor falling and impact sounds from Tiberian Sun. They are a little quiet, but if someone is near the point of impact, they should be able to hear the meteor falling.
