Subject: Beacon question!!
Posted by Anonymous on Sun, 24 Nov 2002 13:04:00 GMT
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I played a map called sandstorm and i was very interested in the idea of calling down paratroppers with a beacon, any idea on how to do this? and what about something in lvledit that just drops paratroopers now and then... and flyovers too....

Subject: Beacon question!!
Posted by Anonymous on Sun, 24 Nov 2002 13:31:00 GMT
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Hmuff map thief. Hitman021 made the map sandstorm and had para drop beacons in there . I know because i have all three versions of it.

Subject: Beacon question!!
Posted by Anonymous on Sun, 24 Nov 2002 16:08:00 GMT
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actually, thats the map that made me think about it... i just wanted it to call in airstrikes and stuff...

Subject: Beacon question!!
Posted by Anonymous on Mon, 25 Nov 2002 01:24:00 GMT
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quote:Originally posted by Slicer238:Hmuff map thief. Hitman021 made the map sandstorm and had para drop beacons in there . I know because i have all three versions of it.where can i get the latest version? i only got the first onebtw, airstrike is for the modern war mod. hopin for stealth fighters to bomb wherever building is   . just tryin to get coding type info [November 25, 2002, 01:25: Message edited by: RAFboy]

Subject: Beacon question!!
Posted by Anonymous on Mon, 25 Nov 2002 05:11:00 GMT
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easy:- create a new beacon (weapon,and beacon setting)- create a cinemetic have a script (m00_chinook_paradrop or somethinglike that)- in your beacon setting(not the weapon), set the cinematic at post cinematic... and change stuff if wanted.- Now, in the setting of the beacon WEAPON, set your model... and type of weapon:phys3 i think... anyway just add the same thing that the nuke beacon have. and set the Beacon "beacon setting" to your Beacon Setting u made for the paradrop.and its very important to remove the explosion effect,or else u will got (if u take all the nuke setting and modify it) a big nuke explosion(no anim...) and paratrooper comin! Btw then u

willadd the script to the cinematic,dont forget to add M00_no_falling_damage or else... your trooper willbe paradroped without parachute! lol