Subject: minefield script ; value
Posted by R315r4z0r on Wed, 12 Apr 2006 06:46:54 GMT
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now, I think I may of made this same post a wile back... but I havent mapped in months, and I forgot.

When making a mine field, using the script "JFW_Blow_Up_On_Enter" how do I tell it to use the Proximity c4 explotion?

In parameters it says explosion, what do I put in value for proxy explosion?

Subject: Re: minefield script ; value
Posted by jonwil on Wed, 12 Apr 2006 07:37:35 GMT
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You use the name of an explosion preset under "explosions" in leveledit.

Subject: Re: minefield script ; value
Posted by R315r4z0r on Wed, 12 Apr 2006 18:09:52 GMT
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ya, i thought it was something like that... thx

So it would be "Explosion_Mine_Proximity_01"?

Subject: Re: minefield script ; value
Posted by ghost on Wed, 12 Apr 2006 18:49:12 GMT
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Try both, Explosion_Mine_Proximity_01 & Explosion_Mine_Proximity_02

Subject: Re: minefield script ; value
Posted by R315r4z0r on Wed, 12 Apr 2006 19:03:58 GMT
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ok, it works. Thanks