Subject: Timed Ion Cannon/Nuclear Launch
Posted by Anonymous on Sat, 21 Dec 2002 10:50:00 GMT
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ok... while my friends and i were testing my map, we got the neat idea that instead of imposing a server time limit for the map (the map is a D-Day type map), that it would be neat to have it so that after like X amount of time that an ion cannon would fire and blow up buildings. I have basically been up all night and haven't figured out how to accomplish this. So i need to know if anybody has any idea on how to do this. Cause it would actually make the map better. Since like Nod is invading a GDI beach head and the moving factor for the time limit would be the Ion Cannon satalite moving accross the sky to destroy the Nod Carrier. I would be much apretiative of any info anyone has on timed Ion Cannon/Nucler Strikes. Thanks.

Subject: Timed Ion Cannon/Nuclear Launch
Posted by Anonymous on Sat, 21 Dec 2002 16:07:00 GMT
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I found a beacon, but it doesn't have the ion cannon fire, Is there one that will automatically fire?

Subject: Timed Ion Cannon/Nuclear Launch
Posted by Anonymous on Sun, 22 Dec 2002 00:25:00 GMT
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just put a deployed ion in a buildings somewere taht u cant defuse and set the timer higher