
Subject: Weapons Question
Posted by [JeepRubi](#) on Sat, 13 May 2006 13:32:13 GMT
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Is it possible to make a weapon fire a preset? like a gun that shoots ai characters, or health and armour powerups.

Subject: Re: Weapons Question
Posted by [Zion](#) on Sat, 13 May 2006 13:33:17 GMT
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LMAO, that would be cool
unfortunatally idk how to do it

Subject: Re: Weapons Question
Posted by [danpaul88](#) on Sat, 13 May 2006 15:17:42 GMT
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yes and no...

you could create an ammo type with the bullets set to the same model as the preset, but it would only be a bullet, wouldn't actually spawn a tank or w/e, as it would disappear once it hits something, and wouldnt actually be a vehicle or w/e

Subject: Re: Weapons Question
Posted by [JeepRubi](#) on Sat, 13 May 2006 15:43:33 GMT
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Could it be done if someone writes a script?

Subject: Re: Weapons Question
Posted by [danpaul88](#) on Sat, 13 May 2006 15:58:56 GMT
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not sure, jonwil would be the one to ask

Subject: Re: Weapons Question
Posted by [Jerad2142](#) on Thu, 06 Jul 2006 02:59:53 GMT
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Their is another way it is done by using beacons but you would only place the soldiers, not shoot and no matter what it will mess with the clouds for a few seconds.

Subject: Re: Weapons Question

Posted by [Zion](#) on Thu, 06 Jul 2006 13:50:33 GMT

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Their may be a way, im not sure but ill try to see if it can be done.

EDIT: Nope, it hasnt worked. I was thinking, because some weapons use .w3d files and vehicals are .w3d files maybe you could swap them but i guess not. If you want to try it go ahead.
