
Subject: Death Unit

Posted by [_SSnipe_](#) on Tue, 29 May 2007 07:50:09 GMT

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is there a way i can make it where when i click to fire i make a unit blow up killing everything and everything around? enemy's and teammates?

this is what i was thinking

making the ssm weapon into a gun hat infantry can hold (iv done and it works) then somehow making the ammo and explosion bigger and more damage and editing it and making something unteamed so it will work

will it work that way? basic level edit stuff? or is it more advance stuff?

Subject: Re: Death Unit

Posted by [havoc9826](#) on Tue, 29 May 2007 08:22:01 GMT

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It'll probably work like that. Black-Cell's kamikaze crate causes an unteamed ion cannon explosion to occur at the person's location when he dies. Unfortunately, the code seems to be only in Dragonade and not SSAOW, so you'd have to ask WhiteDragon for help on that.

Subject: Re: Death Unit

Posted by [_SSnipe_](#) on Tue, 29 May 2007 09:08:39 GMT

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well i have a feeling it might but im not sure how to do it

do i

make unit have gun

do i make unit or ammo or gun unteamed? or explosion's or what

Subject: Re: Death Unit

Posted by [reborn](#) on Tue, 29 May 2007 11:17:43 GMT

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I'm pretty sure you would have to add a key hook, so then when the client presses the key and if they are that character then the server creates an explosion at there location and it gives it a damage radius with a spefici warhead type.

I'm not sure if it can be done just with level edit and playing around with ammo types and such. It might be possible, but it would deffinatly be a bit fiddly :/

Subject: Re: Death Unit
Posted by [_SSnipe_](#) on Tue, 29 May 2007 11:26:08 GMT
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wel think of remote c4.....can blow u and the ememy now jsut change the gun and ammo with same things and ti may be possible

Subject: Re: Death Unit
Posted by [reborn](#) on Tue, 29 May 2007 11:37:26 GMT
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Well then go and try it. If it works then post back here what you found so we can all learn something. Do not horde your findings

Subject: Re: Death Unit
Posted by [AoBfrost](#) on Tue, 29 May 2007 15:35:34 GMT
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With all your ideas, people would leave after 2 deaths, if you just clicked your mouse right when game loaded...everyone would die on the other team, constant cliking would anger the teams./.....

Subject: Re: Death Unit
Posted by [jamiejrg](#) on Tue, 29 May 2007 20:07:09 GMT
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Easy, just change the model of the 3rd person c4 and make the explosion huge. Done and done.

Subject: Re: Death Unit
Posted by [_SSnipe_](#) on Wed, 30 May 2007 03:55:12 GMT
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umm the c4? whouldent that make it still have to right click to blow it up?

Subject: Re: Death Unit
Posted by [reborn](#) on Wed, 30 May 2007 09:45:32 GMT
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Maybe you could change the ammo type of the weapon they are granted to a nuke, or perhaos it is possible to chnage there ammo entirely to an explosion> then just limit there ammo to one, not that they would be able to shoot it a second time anyway.

Just have a play around, then post back here when you have it working and tell others how to do it too =]

Subject: Re: Death Unit

Posted by [_SSnipe_](#) on Wed, 30 May 2007 20:38:50 GMT

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idk i guess i whould have to mess around with it
