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Subject: Script Idea

Posted by [Cpo64](#) on Sun, 08 Feb 2004 08:50:38 GMT

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Artillary Barrage

The idea is for a sort of "lasor designator" you point, click, and then a cuple of seconds later, stuff goes boom.

I don't know if anything like this is possible, but I figure the way it would work is...

Off map, there is an object that will work as a turret, its weapon is set up to be able to fire extreamly long distances.

Player has weapon, when it is fired, it does no damage, but creates an "explosion" that is big enough to reach the turret object.

When the object recives the explosion it fires # rounds at the explosions epic center with a delay of # seconds.

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Is something like this possible? Im pretty sure it is becuase if the chronotank can work, then all it would be is change it from moveing an object, too telling an AI bot where to shoot

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Subject: Script Idea

Posted by [Aircraftkiller](#) on Sun, 08 Feb 2004 16:27:20 GMT

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Chrono Tank has nothing to do with what you're thinking.

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Subject: Script Idea

Posted by [General Havoc](#) on Sun, 08 Feb 2004 16:56:49 GMT

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If you have played RenAlert, you will see the modified a-bomb cinematic that plays when you place a beacon. You need to modify the beacon settings and cinematics to get something like that to work. Your idea is far too complex and is not the way to do things. Teleporting has no relation to what you are doing.

I don't know how the beacon's work completely so you need to investigate and mod it to create the effect of arty's firing off the map.

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Subject: Script Idea

Posted by [MrPerson](#) on Sun, 08 Feb 2004 17:27:36 GMT

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is there a way to make it so that you can fire a gun, and where it hits, it creates a beacon? cause we already have the artillery strike beacon animation.

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Subject: Script Idea

Posted by [\[REHT\]Spirit](#) on Sun, 08 Feb 2004 20:21:31 GMT

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Cpo's idea is somewhat possible. The hardest part would be detecting the explosion's center (not sure if you can). You could set it up so that the turret shoots at the player's location but that's probably not what you want.

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Subject: Script Idea

Posted by [Cpo64](#) on Mon, 09 Feb 2004 08:49:52 GMT

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I was under the impression that the chrono tank worked by firing a invisible bullet that created an explosion that did 0 damage with a large radius, and when the tank "heard" that explosion it moved the tank to the center of the explosion. Is this not how it works?

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