Subject: Destroyed Sam Site as like the turret
Posted by xpontius on Thu, 18 Mar 2004 17:41:38 GMT
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If you map you probably know about the script for the nod turret that left a destroyed base when the turret died. I was wondering if there was a similar one except the the sam site when destroyed...

Subject: Destroyed Sam Site as like the turret
Posted by Dante on Fri, 19 Mar 2004 00:53:24 GMT
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use the JFW_Create_Object_OnDeath (or something like that)

the turret script just creates the destroyed turret base when it is destoryed giving the appearance that the top just blew up