Subject: Paradrop beacons
Posted by bisen11 on Wed, 25 May 2005 03:29:39 GMT
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Well my freind told me how i can just take a c130 mod or use xcc mixer to take out a good thing from a mission map and put it in your level folder. Then use jfw_timer_play_cinematic on a daves arrow. But that only works for one speciefic location. I want a beacon so you can make it go wherever you place it :/