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Subject: Re: AI deploy beacon? scripts.dll or objects.ddb...

Posted by [reborn](#) on Sun, 12 Jun 2005 21:24:00 GMT

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That isn't really necessary...

If the script looks for the ten second nuke then edit the detonate time on the object to be longer..

In the top right of my screen shot is the object for the ten second nuke, this is marked by the orange box...

If you hit mod on this and then go to the setting tab, scroll down to the other highlighted orange box marked in the screen shot and change the value to what you want it to be... (the normal one is about 47 seconds i think) hope this helps

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### File Attachments

1) [nuke.gif](#), downloaded 212 times

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