Subject: target painting gun
Posted by Stallion on Mon, 12 May 2008 05:55:46 GMT
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Does anyone know how to (if it's at all possible) to make it so you have to charge a weapon the same way you would plant a beacon before firing it?

it would have to make them stand still and show the charging/arming bar, but the actual method of destroying the distant target doesn't have to be by ion or nuke (would be a bonus though).

please respond if you know of a way or have any ideas that might work.

Subject: Re: target painting gun
Posted by ErroR on Mon, 12 May 2008 07:09:37 GMT
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you mean a wep that charges and shoots a ion or nuke at a distance? well ya it's possible i think just look at the beacon preset in level edit and add ti to your actual weapon.

Subject: Re: target painting gun
Posted by Veyrdite on Mon, 12 May 2008 09:00:53 GMT
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The charge time would delay the shot but the player could freely move their cross-hairs around during it's charge.
The nukes are objects, which mean they have scripts attached that make them do what they do.
Just ask Script Guru Jerad Grey for some help.