Subject: Cinematic Ion/Nuke Strike
Posted by zunnie on Sun, 19 Sep 2010 13:20:16 GMT
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Does anyone know how to call a Ion or Nuke strike at a Dave_Arrow location?

Thanks for any helps

Greetz zunnie

Subject: Re: Cinematic Ion/Nuke Strike
Posted by Spyder on Sun, 19 Sep 2010 14:00:05 GMT
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I'd say make a new nuke preset with a duration of x second, then when the player reaches a script zone you run a script function which plants the beacon (the x second beacon) at the position of the Dave_Arrow. Then you show the cinematic with the nuke/ion.

Or you do it server sided and call for the animation at pos xyz.