Subject: Re: How to...
Posted by reborn on Mon, 20 Nov 2006 16:05:08 GMT

beacons are also a bit funny with cinematics that contain timers...

Best to attatch another object to the beacon and attatch the test_cinematic script to that instead.
Or make the beacon kill itself when planted, then spawn another object (say a signal flare) when it
dies, with the conematic attatched to the flare.. that way the beacon is indirect trigger event for the
cinematic.