Subject: Re: deployable turrets
Posted by reborn on Wed, 08 Jan 2014 09:18:18 GMT
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Using level edit only to do this stuff is very old-school.
Essentially though I think it used to be acheived by makking a special terminal that peopel could "poke" and there was a poke and buy script attached to it.
You poke the terminal and it allowed you to purchase the ten second nuke/ion.
You attacked scripts to the ten second nuke/ion so that on death or on create or something it made a turret.
There was a script that allowed you to do something like that.

I know the above is very wooly, but that's how it was first achieved, I think.

Seriously though, it's a shitty way to do it.