Subject: Script Idea
Posted by Cpo64 on Sun, 08 Feb 2004 08:50:38 GMT

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Artilary Barrage

The idea is for a sort of "lasor designator" you point, click, and then a cuple of seconds later, stuff goes boom.

I don't know if anything like this is possible, but I figure the way it would work is...

Off map, there is an object that will work as a turret, its weapon is set up to be able to fire extreamly long distances.

Player has weapon, when it is fired, it does no damage, but creates an "explosion" that is big enough to reach the turret object.

When the object recives the explosion it fires # rounds at the explosions epic center with a delay of # seconds.

Is something like this possible? Im pretty sure it is becuase if the chronotank can work, then all it would be is change it from moveing an object, too telling an AI bot where to shoot