
Subject: Beacon mod

Posted by [Commando Burton](#) on Fri, 07 Dec 2007 00:52:07 GMT

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Okay, I was wondering if you can use beacons just as you do as mod drops, like have a drop mod thats drops a tank but instead it would come by beacon right where you put it. Is this humanly possible?

Subject: Re: Beacon mod

Posted by [OWA](#) on Fri, 07 Dec 2007 01:08:04 GMT

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It's possible. Scud Storm has AI tank drops so I guess you can have empty tank drops. There should be a script for it somewhere.

Subject: Re: Beacon mod

Posted by [Genesis2001](#) on Fri, 07 Dec 2007 01:36:10 GMT

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One Winged Angel wrote on Thu, 06 December 2007 18:08It's possible. Scud Storm has AI tank drops so I guess you can have empty tank drops. There should be a script for it somewhere.

We do?

EDIT: You would do something similar to this tutorial: [Triggering Cinematics with Beacon](#)

~MathK1LL

Subject: Re: Beacon mod

Posted by [bisen11](#) on Fri, 07 Dec 2007 05:06:37 GMT

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<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=108>

Subject: Re: Beacon mod

Posted by [cnc95fan](#) on Fri, 07 Dec 2007 07:34:32 GMT

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Yea, SCUD Storm has it, but its built in with the IsGeneral Function.. so...

Subject: Re: Beacon mod

Posted by [Jerad2142](#) on Fri, 07 Dec 2007 14:48:54 GMT

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Its fairly easy to do, but you have to modify the beacon cinematic presets in level editor.

Subject: Re: Beacon mod

Posted by [Genesis2001](#) on Fri, 07 Dec 2007 19:05:40 GMT

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bisen11 wrote on Thu, 06 December 2007

22:06<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=108>

Tbh, the link I posted is easier to understand for setting it up. >_>

~MathK1LL

Subject: Re: Beacon mod

Posted by [Commando Burton](#) on Fri, 07 Dec 2007 21:41:25 GMT

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Not that easy and just the fact that my renegade editor is not working again...

Subject: Re: Beacon mod

Posted by [bisen11](#) on Sat, 08 Dec 2007 07:09:08 GMT

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MathK1LL wrote on Fri, 07 December 2007 14:05bisen11 wrote on Thu, 06 December 2007

22:06<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=108>

Tbh, the link I posted is easier to understand for setting it up. >_>

~MathK1LL

Well if you're better with watching videos. And I didn't rewatch that one but I think I did watch it in the past, and it seemed like it left some stuff out. Or at least told people to refer to another tutorial

for part of it.

Subject: Re: Beacon mod

Posted by [Genesis2001](#) on Sat, 08 Dec 2007 13:32:50 GMT

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Haven't watched it in a while, but I think reborn refers to the "Using Text Cinematics" tutorial for cinematics help. I could wrong though.

~MathK1LL
