
Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug
Posted by [Anonymous](#) on Sat, 07 Dec 2002 17:02:00 GMT

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Ok, this idea is still in works: Possible way of making it so you can buy weapons, make a vehicle (such as the harvester) and attach Test_Cinematic script. That script will point to a text file which will make the animation and stuff for making the gun (or prefably, gun package, like Shotgun and Chaingun or Laser Minigun and Laser Rifle, or Rocket Launcher, Grenade Launcher, and Personal Ion Cannon, etc) which is played as soon as the unit is made. The 1 problem is it spawns in the WF. So if someone else buys a vehicle right after you buy your weapon you could die. However, custom scripts could fix that (they made a helipad, I dont think there's a reason it wouldn't work for this...) so, pretty much cleared! Edit: Another prob - destroying the vehicle but with a delay thus giving time for the cinematic. Again this could be used with the new custom scripts.dll... [December 07, 2002, 17:03: Message edited by: NameHunter]
