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Subject: A10 strike gave me an idea.....

Posted by [tarsonis9](#) on Thu, 24 Apr 2003 00:38:25 GMT

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Is there a script to make explosions occur? or could I have an A10 spawn and put the M00\_Base\_Defense script on it to make it attack nod base?

if nto then at least can I make an explosion somewhere on or near airstrip? any help would be appreciated,

and one other thing, is it possible to have an orca/apache fly by, shoot up something, and fly away, and do this repeatedly? or at least have it fly by over and over?

one MORE thing (i know, boring) but can I change the weapons the bots use, as

Nod\_Rocketsoldier\_2sf gives me a HW black hand, but with rocket launcher, not laser chaingun.

thanks for any help I get,

- tarsonis9

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