Reborn wrote on Tue, 21 November 2006 03:32Jerad Gray wrote on Mon, 20 November 2006 17:24The only problem with beacons is at best the sky will reset when ever you plant one (thats the best I been able to do to keep it from going all cloudy or red)! It happens like a flash and all the clouds will be gone for a less than a second, and then they slowly go back to their original setting.

Here is how you stop that using nothing but level edit and ssaow...

Go to the "Nuclear Strike" preset under object\Beacon\Nuclear Strike and hit the mod button.

Go to the "Physics Model" tab and under model name change it to "vehicles\nod turret\v_nod_turret.w3d".

Go to the "Settings" tab and change the health to 1.0 and the HealthMax to 2.0, then change the skin type to "Blamo".

Go to the "Scripts" tab and select add from the current window.. not the one at the bottom of the preets tree.
When the "Scripts Defination" window pops up press the drop down box on the "Type" line, then scroll to "Dak_Vehichle_Regen_Dak". Then click "Ok".

Press the add button again and then choose "TFX_Replace_When_Repaired", now type in the value line "Nod_Turret_MP_Improved", and click "Ok", then click on "Ok" on the "Edit object" window.

Now go to the "Nod_Turret_MP_Improved" preset under object\vehichle\Mounted\Nod_Turret_Dec\Nod_Turret_MP\Nod_Turret_MP_Improved and hit the mod button.

Now select the "Scripts" tab and click on "add" and scroll to "JFW_Disable_Physical_collision" and then click "Ok".

BTW Viking, I was not saying it isn't possible to add cinematics to beacons (not that what i just explained is a cinemtic, because it isnt), I was saying adding a cinematic with timers to a beacon kinda f00ks things up. And danpaul was saying that it is possible, just it falls at your feet...

I remember this from the tutorial you made for me. Once again thanks.
  Also, to add to that:
in the same place that you added the other scripts also add "RA_ObjectDeath_OnDeath" with the name as preset and the value as "vehicles\nod turret\v_nod_turret.w3d" or when the turret dies it will leave a nasty solid base behind that will cause a big hassel.