
Subject: Re: More Problems

Posted by [reborn](#) on Tue, 22 May 2007 17:35:10 GMT

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joe937465 wrote on Tue, 22 May 2007 03:30

2)how can i make it where when u kill someone u see a giant explosion or ion strike i did that explosion kill and selected an object like explosion no building and edit the object (present) itself and after 5 trys cant get it to work any help?

If you are running ssaow 1.5 then go to the void M00_GrantPowerup_Created::Killed(GameObject *obj, GameObject script, then add this line to it:

Commands->Create_Explosion("Explosion_IonCannonBeacon",Commands->Get_Position(obj),0)
;, so it would look something like this:

```
void M00_GrantPowerup_Created::Killed(GameObject *obj, GameObject *shooter)
{
    if (stricmp(Get_Parameter("WeaponDef"),"POW_Pistol_Player") == 0)
        Commands->Create_Explosion("Explosion_IonCannonBeacon",Commands->Get_Position(obj
),0);
    {
```

Then compile it.

This will make a massive ion boom when a player dies =]
