Subject: Re: other vechs
Posted by reborn on Fri, 25 May 2007 07:18:26 GMT
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You can make it a suicide truck by editting the source code to ssctf so that when the truck is killed it creates a nuke animation play, and creates the nuke explosion too.
You could most likely do this with kak_vehichle_created::killed then add an "if" for the truck, that would be my first way of trying.

Also, I would add a death timer script to the truck too, so after x amount of seconds it will kill itself and create the explosion.

This will result in a bomb truck with a timer count down, and if it is killed by the enemy before the count down it will blow up too.
I can't think off the top of my head how to make it controllable with a button click, without using a keyhook. It probably is possible but I am stuck at work with a hangover and I can't think too hard