

---

Subject: Re: Death Unit

Posted by [reborn](#) on Tue, 29 May 2007 11:17:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I'm pretty sure you would have to add a key hook, so then when the client presses the key and if they are that character then the server creates an explosion at there location and it gives it a damage radius with a specifci warhead type.

I'm not sure if it can be done just with level edit and playing around with ammo types and such. It might be possible, but it would deffinatly be a bit fiddly :/

---