Sn1per74(2) wrote on Sun, 17 June 2007 13:08Mx0_opelisk_weapon_dls <---> invisible

And it will also shot an obelisk beam if you set it up right.

Sn1per74(2) wrote on Sun, 17 June 2007 13:08
M00_damage_modifier_dme" ,"0,1,1,0,0" <---> unlimited health

You can set it up as AI can only kill the object, or the player can only kill the object, or neither. You can also scale the damage ratio that the player, ai or both do on it.

Sn1per74(2) wrote on Sun, 17 June 2007 13:08
M01_hunt_the_player_JDG <---> chase the player

It Will kill itself if it can not find the player in a certain amount of time. "M04_Hunter_JDG" is a lot better.

Here I will make a list of useful scripts for you guys to look through.