Subject: Re: Traveling
Posted by Jerad2142 on Sun, 15 Jul 2007 13:47:54 GMT

Oblivion165 wrote on Sat, 14 July 2007 22:08I always wanted to make a time travel script. One that records everything that has health to 10 slots.

Every minute it takes a snapshot of all the health/buildings/XYZ and put it in a slot of 10.

Slot1: 1:00 minutes in
Slot2: 2:00 minutes in
...
Slot10: 10:00 minutes in

Then when it goes past 10 minutes in it goes back to slot 1:
Slot1: 11:00 minutes in

Then when a time beacon is triggered it will got back 5 minutes or something and everything will be warped back to that slot's state.

That would be awesome, and completely possible. As for teleporting a object down a path, as it will move through walls and fall off the level.