Subject: Re: Camera + Alarm
Posted by IronWarrior on Sun, 30 Mar 2008 22:56:44 GMT

Just add RMV_Camera_Behaviour to the ceiling gun or camera.

I forgot the values for it, but if you add it to the gun and the value says, is gun, you type 1 for yes, if not, leave it blank.

That is it, the script will make a alarm go off just the once per map.. I couldn't get it to work more after that, but it will beep alot and track enemy.

No other scripts needed.