
Subject: Re: Cinematic Ion/Nuke Strike

Posted by [Spyder](#) on Sun, 19 Sep 2010 14:00:05 GMT

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I'd say make a new nuke preset with a duration of x second, then when the player reaches a script zone you run a script function which plants the beacon (the x second beacon) at the position of the Dave_Arrow. Then you show the cinematic with the nuke/ion.

Or you do it server sided and call for the animation at pos xyz.
