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Subject: Chronosphere Script

Posted by [roszek](#) on Tue, 18 Mar 2014 11:52:35 GMT

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Video of the Chronospere script I wrote. it can transport a set number of vehs (on my map I will set it for 5) to a location that a special beacon is deployed.

When You purchase the beacon you are changed into a blue sbh (weapon was done by Mauler) and once you deploy the beacon you a changed back into whatever you were before you bought it, then a ten second timer will countdown and activate the Chronosphere.

If the beacon is destroyed the countdown will be halted.

If the power plant is destroyed the Chronospere will no longer function and be stopped if active and same if the building itself is destroyed.

If you buy another char while you have the beacon you will lose the beacon.

you have 5 minutes after you purchase the beacon to deploy it or you will lose it and be changed back.

Only vehs can be transported.

If you have a passenger in you vehicle when you are transported all passengers will get ejected and die

If you get stuck when you are transported you will be ejected from your veh and killed and your veh will be destroyed.

Video Demo

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