

---

Subject: Script Idea

Posted by [Cpo64](#) on Mon, 09 Feb 2004 08:49:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I was under the impression that the chrono tank worked by firing a invisible bullet that created an explosion that did 0 damage with a large radius, and when the tank "heard" that explosion it moved the tank to the center of the explosion. Is this not how it works?

---