
Subject: AI deploy beacon? scripts.dll or objects.ddb...
Posted by [theplague](#) on Fri, 27 May 2005 07:01:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

is it possible to get AI to deploy a beacon? or even create a active beacon as if someone deployed it in either objects.ddb or scripts.dll?

Subject: Re: AI deploy beacon? scripts.dll or objects.ddb...
Posted by [ghostSWT](#) on Fri, 27 May 2005 16:26:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

There is a gdi bot with a ion as a weapon, in c130 drop script he is called "GDI_MiniGunner_IonCannon_JDG" I'm sure you can spawn him with scripts.dll and have him lay a beacon, oh... i never actually seen/spawned GDI_MiniGunner_IonCannon_JDG so I'm not sure how he works.

I know there is a way to have an ion spawn and then detonate but the way i know is complicate, I'm sure someone will tell you an easy way... i hope.

Subject: AI deploy beacon? scripts.dll or objects.ddb...
Posted by [Sn1per XL](#) on Fri, 27 May 2005 19:02:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

There is a script called "mx0_plant_ion_beacon_DLS" you can use to make anyone plant an ion beacon beacon.

Subject: AI deploy beacon? scripts.dll or objects.ddb...
Posted by [theplague](#) on Fri, 27 May 2005 22:45:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

tytyty

Subject: Re: AI deploy beacon? scripts.dll or objects.ddb...
Posted by [theplague](#) on Sat, 04 Jun 2005 08:07:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

so is mx0_plant_nuke_beacon_DLS to plant a nuke???

Subject: Re: AI deploy beacon? scripts.dll or objects.ddb...
Posted by [RFTrinity](#) on Sun, 12 Jun 2005 01:53:11 GMT

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

yes

Subject: Re: AI deploy beacon? scripts.dll or objects.ddb...

Posted by [theplague](#) on Sun, 12 Jun 2005 07:43:52 GMT

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

:S it's the 10 second beacons... any 30 second beacon scripts?

Subject: Re: AI deploy beacon? scripts.dll or objects.ddb...

Posted by [reborn](#) on Sun, 12 Jun 2005 21:24:00 GMT

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

That isn't really necessary...

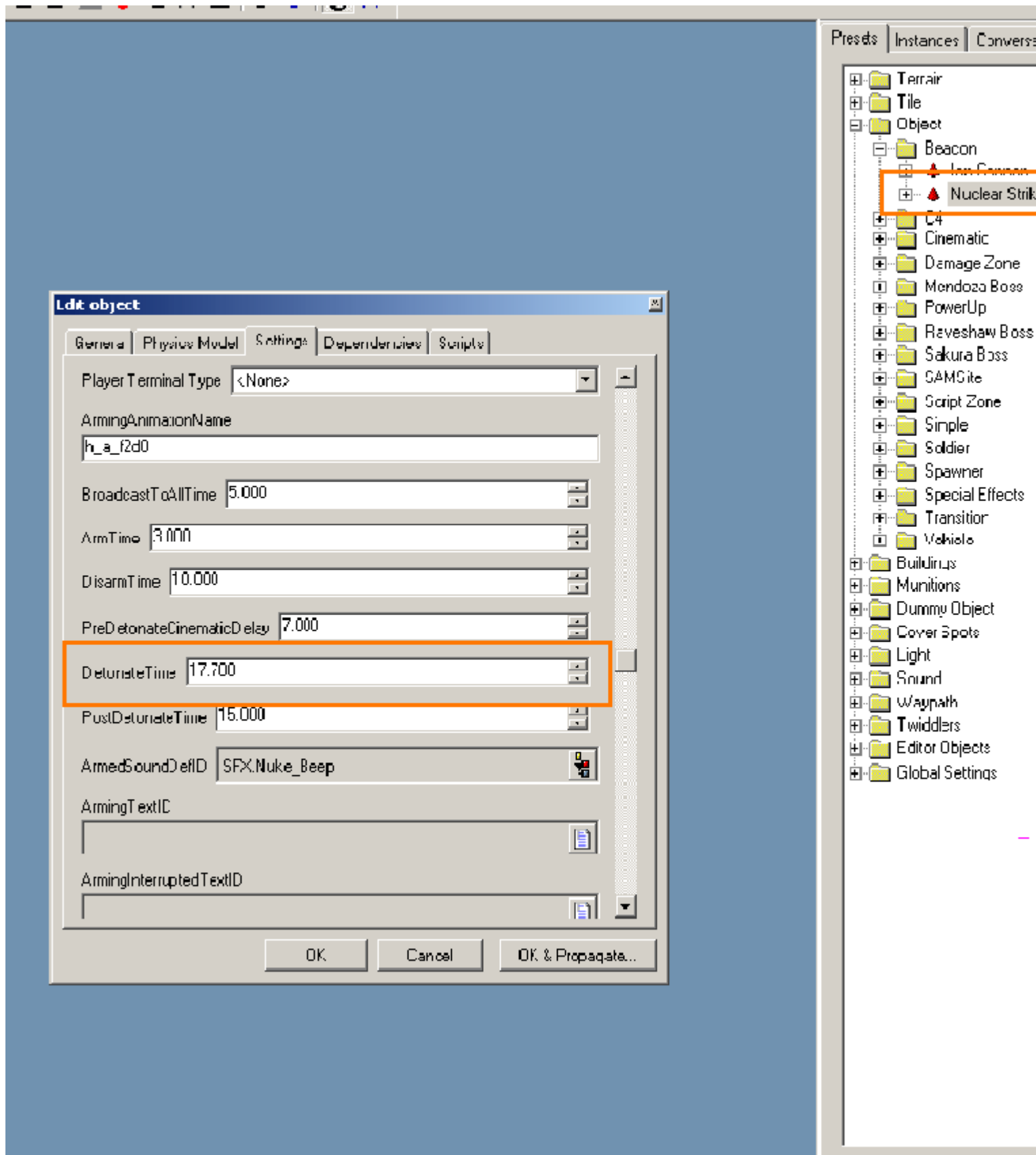
If the script looks for the ten second nuke then edit the detonate time on the object to be longer..

In the top right of my screen shot is the object for the ten second nuke, this is marked by the orange box...

If you hit mod on this and then go to the setting tab, scroll down to the other highlighted orange box marked in the screen shot and change the value to what you want it to be... (the normal one is about 47 seconds i think) hope this helps

File Attachments

1) [nuke.gif](#), downloaded 394 times



Subject: Re: AI deploy beacon? scripts.dll or objects.ddb...

Posted by [theplague](#) on Mon, 13 Jun 2005 00:55:17 GMT

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

lol, i was trying to avoid that cos i was using the 10 second for something else... but oh well.

thx

Subject: Re: AI deploy beacon? scripts.dll or objects.ddb...

Posted by [danpaul88](#) on Mon, 13 Jun 2005 20:54:31 GMT

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

then temp the 10 second and make the copy 30 seconds

Subject: Re: AI deploy beacon? scripts.dll or objects.ddb...

Posted by [theplague](#) on Tue, 14 Jun 2005 10:22:27 GMT

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

:S lol, why didn't i think of that, thx
