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

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

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Subject: AI deploy beacon? scripts.dll or objects.ddb...  
Posted by [Sn1per XL](#) on Fri, 27 May 2005 19:02:19 GMT  
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There is a script called "mx0\_plant\_ion\_beacon\_DLS" you can use to make anyone plant an ion beacon beacon.

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Subject: AI deploy beacon? scripts.dll or objects.ddb...  
Posted by [theplague](#) on Fri, 27 May 2005 22:45:05 GMT  
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tytyty

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Subject: Re: AI deploy beacon? scripts.dll or objects.ddb...  
Posted by [theplague](#) on Sat, 04 Jun 2005 08:07:47 GMT  
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so is mx0\_plant\_nuke\_beacon\_DLS to plant a nuke???

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

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yes

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

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

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

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

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

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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..

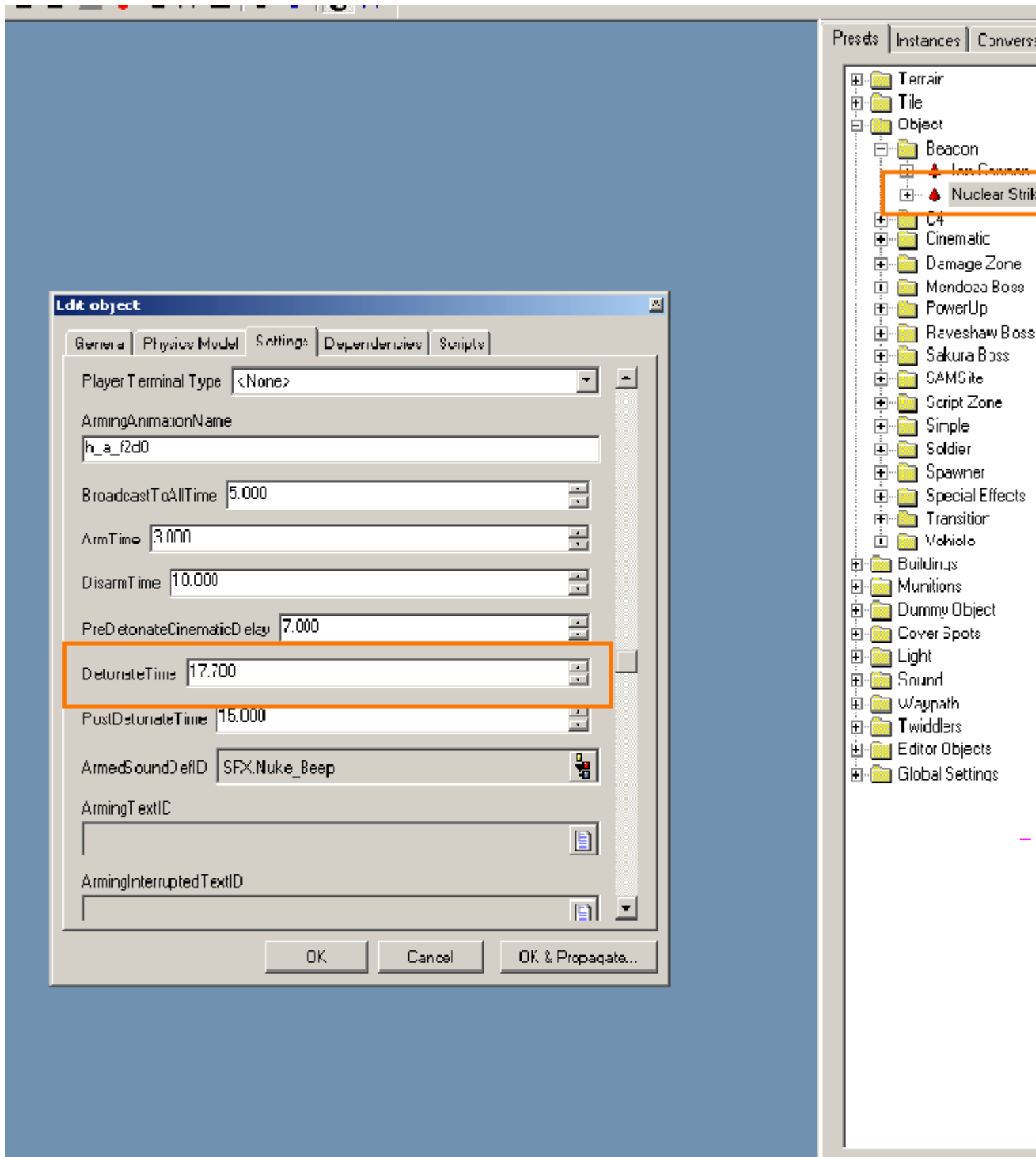
In the top right of my screen shot is the object for the ten second nuke, this is marked by the orange box...

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

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1) [nuke.gif](#), downloaded 186 times



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

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

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

thx

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

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

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then temp the 10 second and make the copy 30 seconds

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

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

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

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