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Subject: ion cannon  
Posted by [Darknes2](#) on Sat, 04 Aug 2007 17:53:56 GMT  
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does anyone know how i can make an ion cannon beacon spawn and actually do the ion strike??

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Subject: Re: ion cannon  
Posted by [Genesis2001](#) on Sat, 04 Aug 2007 18:17:01 GMT  
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Cinematics I'm assuming >.<

And, a Dave's arrow (this is how I'd do it )

-MathK1LL

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Subject: Re: ion cannon  
Posted by [Sn1per74\\*](#) on Sat, 04 Aug 2007 18:44:37 GMT  
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You could make a bot do it, couldn't you?

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Subject: Re: ion cannon  
Posted by [Darknes2](#) on Sat, 04 Aug 2007 19:20:06 GMT  
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how? and sn i still need help with the C++ i can get em to load but it wont b a SSGM format plugin  
tell me how to make it SSGM FORMAT >\_<..... please.

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