
Subject: Random Explosion
Posted by [Gen_Blacky](#) on Tue, 07 Aug 2007 22:42:37 GMT
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How do u make random explosions around the map

Subject: Re: Random Explosion
Posted by [danpaul88](#) on Tue, 07 Aug 2007 22:55:52 GMT
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Shoot rockets around randomly from an MRL....

(ask a stupid question, get a stupid answer)

Subject: Re: Random Explosion
Posted by [Gen_Blacky](#) on Tue, 07 Aug 2007 22:58:50 GMT
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Subject: Re: Random Explosion
Posted by [danpaul88](#) on Tue, 07 Aug 2007 23:05:00 GMT
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Perhaps if you explain what EXACTLY it is your trying to do? Your question is very ambiguous

Subject: Re: Random Explosion
Posted by [Slave](#) on Tue, 07 Aug 2007 23:24:09 GMT
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A random something I had in mind, non server side.

Create a spawner that spawns an invisible object.
Get the object to self destruct somehow.
Give it an explosion of choice.

Link up a few spawners with Ctrl+P, and spread them over the map.

Either that, or I'm an idiot.

Subject: Re: Random Explosion
Posted by [Gen_Blacky](#) on Tue, 07 Aug 2007 23:37:58 GMT
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that might work but idk would have to try
