
Subject: Medic!

Posted by [Deafwasp](#) on Fri, 29 Aug 2003 02:05:03 GMT

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Is it possible to make it so a medic can drop health packs?

Ok, model a box to look like a health pack, make it a weapon, the weapon just throws out health packs, can leave them on the ground so peeps can pick them up.

Is this possible?

I was thinking if you said it wasn't, Then maybe copy the beacon logic or something so the beacon looks like a health pack, and when you click the button it creates a health pack on the ground right in front of you and it is animated to look like it was thrown there maybe?

Wait, why am I being that complicated!

Can't we just do something with mines to make this work? And each medic has about 30 medpacks?

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Posted by [boma57](#) on Fri, 29 Aug 2003 02:25:38 GMT

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Clone proxy C4, give it a new model and a negative damage amount.

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Posted by [Gernader8](#) on Fri, 29 Aug 2003 02:28:30 GMT

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If its a proxy then it will heal enemy solidiers when it "explodes."

Subject: Medic!

Posted by [Renx](#) on Fri, 29 Aug 2003 02:29:50 GMT

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Gernader8If its a proxy then it will heal enemy solidiers when it "explodes."

lol, then I suggest changing the animation. Though it would be pretty funny

Subject: Medic!

Posted by [\[REHT\]Spirit](#) on Fri, 29 Aug 2003 02:48:40 GMT

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You can use a beacon with a text cinematic script or something that'll create an object on startup, or Taximes' idea which might be the best way to go.

(sorry about that last idea I had on here a bit before.....I forgot you can't attach scripts to c4)
