Subject: Re: Another script Q
Posted by Kamuix on Sat, 25 Feb 2006 19:21:48 GMT
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danpaul88 wrote on Sat, 25 February 2006 05:22I use JFW_Preset_Buy_Poke for a similar purpose in a mod I am working on, as long as you distribute a recent version of scripts.dll with the map/mod (including bhs.dll) clients shouldnt have any problem.

You need to set the name of the preset it buys, the amount you want it to cost, a location (x,y,z) for the preset to spawn and the player type which can use the terminal.

As for using it serverside, it would be limited to people with bhs.dll only, as jonwil pointed out.

I am using JFW_Preset_buy at the moment by just using a Zone.

In this map you see here the objective for GDI is to destroy the Helipad. The singleplayer Helipads health really sucks though. A single pistol shot takes a full bar of health from that thing.

File Attachments

1) mapo.JPG, downloaded 385 times