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Subject: Re: Changelist for scripts.dll 4.0

Posted by [Scrin](#) on Sun, 22 Jun 2008 20:33:39 GMT

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my main suggestion which should be added (with ss)

add True RGB color (12) code inside hud.err.. TT.ini to main screen's (top) weapon image icons...(default icons have green color, 3.4.4.scripts got code to change color for weapon icons only for custom hud displaying (by default right corner on your game screen, where you can see your bullets amount, but haven't code to do same feature with main weapon icons (i talk about this--> (your 4.0 bug fix quote): " jonwil wrote on Sun, 22 June 2008 03:55

A change to the "next weapon" and "previous weapon" code so it will skip weapons that are empty. You can still use the number keys (1 for pistol, 2 for rifle etc) to access these weapons. This code will also not skip weapons that have a zero ammo count

""

to make clear what the hell i talked about i can say in easy form: when you have like all or half weapons in wol game and you got all of weapons from bumper '7' and you need to swap like from sbh laser rifle to railgun or repair gun, you look at small green weapon icons on your screen's top (laser gun, laser chaingun/rail/pic/repair...) so this icons must have feature inside TT.ini to set WeaponIconColor=12 (true .dds RGB) (but keyword "WeaponIconColor" already have in 3.4.4, so you can create some new keyword...?)

here screenshot: (i send pm with that SS to Saberhawk and to Jerad Grey long time ago ,but i have no answers. (these 2 dudes keep ignoring me for some fucking weird reason!)

why not add this good feature?