Subject: function stored in a key
Posted by wittebolx on Tue, 22 Jul 2008 00:31:57 GMT
View Forum Message <> Reply to Message

for example:

you kill 7 people without dying, you are awarded an airstrike, you can use the airstrike by pressing "L", when its used the function is on longer available and you will have to die and get 7 kills in a row again.

so actually is it possible to make predifined bonus keys, and the serverowner can allways choose wich script in script.dll he wants to load.