Subject: scripts.dll 1.5
Posted by Laser2150 on Thu, 19 Feb 2004 19:59:44 GMT
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1. Alt Fire on weapons?

2. I was hoping you could make a script that could do something like:

Player = X
Amount of Kills =Y

When X reaches Y, Sound plays to everyone.

Also, is it possiable to have a certian amount of kills during the span in which they are alive? And have it reset when they die?

Let me know Asap, if they can be done, this means ill finish my TDM map.