Subject: scripts.dll 1.5
Posted by gibberish on Tue, 24 Feb 2004 00:49:29 GMT

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jonwil1.a CTF script that makes the flag drop on the ground where you die instead of appearing back at the enemies bace.

Can be done just make sure you capture all the possible events.

Killed - The player gets Killed.
Destroyed - The player commits suicide.
Detached - The player changes character

Note: You may get more than one, but catching all of them makes the flag drop sooner.

jonwil

Plus, some requests from Dante (added here to keep ideas in one place)
Chronosphere scripts x 2
Iron Cutrain scripts x 2
Chronotank script

No promises when any of this 1.5 stuff will be done, study comes first...

Is this for multiplayer?
Any ideas on how to trigger the chrono effect in MP?

General HavocI have a *working* sound system for Dante's CTF that plays the EVA on drop (aka return atm), capture and steal.

Does this require any client side downloads or is it all server side?
I.e. Is there already a standard set of sound message for flags?