Subject: possible scripts.dll 1.8 in the works
Posted by Sir Kane on Tue, 01 Jun 2004 06:24:15 GMT

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NeoXSTFU hes done more for this community then you. You have the same attitude as ACK lets keep secrets from eveyone else and try and be cool so STFU you n00b.
You call me n00b? You probably havn't see what I've done. Here's a small sample of my work:

move <player id> [X 0] [Y 0] [Z 0] - moves player based on values.
summon <player id 1> <player id 2> [X 0] [Y 0] [Z 0] - teleport player 2 to player 1 +XYZ based on given values.
score <player id> <amount> - Take or give points from/to a player.
cash <player id> <amount> - Take or give cash from/to a player.
kill <playerd id> - Kill player.
team <player id> <team> - Change the team of the player.
spawn <player id> <preset name> - Create a preset at players position.
n00b <player id> - Turns the player into a random, funny looking, model.
teleport <player id> [X 0] [Y 0] [Z 0] - Teleport player to XYZ
health <player id> <amount> - Set the health of the given player.
shield <player id> <amount> - Set the armor of the given player.
ID [part of playername] - Lists all players or the players which have the specified string in their name. (Probably used for a new player_info).
pt, fly, ab - Temporary commands, to be removed.
pamsg <player id> <message> - Sends an AMSG to a single player.

Parameters in [] are optional.

And not to mention that this will be public available.

And YOU should STFU now.