
Subject: New script add-on idea
Posted by [Spyder](#) on Wed, 27 Dec 2006 11:44:38 GMT
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I have been thinking about a few things that might be cool to add to the new Scripts 3.2 if it's getting released.

This is it:

When a player has picked up an autorifle for example, the player keeps the rifle when he purchases a new character.

Subject: Re: New script add-on idea
Posted by [SeargentSarg](#) on Wed, 27 Dec 2006 14:44:27 GMT
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So when a person buys a sakura, then buys sbh, it will be an sbh noobjeter? It would be like close to godlike right there.

Subject: Re: New script add-on idea
Posted by [Spyder](#) on Wed, 27 Dec 2006 16:28:00 GMT
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No not that way. I mean the weapons that get dropped when you kill someone. Like when you kill a soldier, the soldier drops an automatic rifle. When you pick up the rifle you get the rifle, but then when you buy a new character, you will keep the automatic rifle you picked up instead of losing it.

Subject: Re: New script add-on idea
Posted by [SeargentSarg](#) on Wed, 27 Dec 2006 16:32:39 GMT
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I guess so. Seems pretty useless tbh. Unless you pickup a nuke.

Subject: Re: New script add-on idea
Posted by [Spice](#) on Wed, 27 Dec 2006 18:03:12 GMT
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Darksnipa, I want to have your children.

No really though, I think there might be scripts existing which already do that. If not, I think it would be a hard thing to code. I wouldn't take my word on that though.

Subject: Re: New script add-on idea
Posted by [jnz](#) on Wed, 27 Dec 2006 21:43:57 GMT
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Darksnipa, you dont mind me puting this in the Sbot do you? ofc you will be credited, it was your idea

Subject: Re: New script add-on idea
Posted by [nopol10](#) on Fri, 29 Dec 2006 07:14:11 GMT
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You could make it behave like a beacon (which stays when you change character) so you don't need a script (I think).

Subject: Re: New script add-on idea
Posted by [Theboom69](#) on Fri, 29 Dec 2006 07:56:06 GMT
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BCserv has it play there some time.

I would love to know how that be pertty cool.

gamemodding aka jackass.

Subject: Re: New script add-on idea
Posted by [jnz](#) on Fri, 29 Dec 2006 08:28:16 GMT
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Theboom69 wrote on Fri, 29 December 2006 07:56BCserv has it play there some time.

I would love to know how that be pertty cool.

gamemodding aka jackass.

you really shouldn't assume things...welcome to my ignore.

Subject: Re: New script add-on idea
Posted by [Theboom69](#) on Fri, 29 Dec 2006 12:31:37 GMT
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oh shit my bad miss read thing's.

Srry i thought u said somthing about him taking it srry.

Plz dont ignore me i had to go and was finsh reading it have posted without fully reading ur topic problem's with family.

I admit i was outa line for saying it and im being a man about it and saying srry.

btw i would love to know how BCserv did that.

Subject: Re: New script add-on idea
Posted by [jnz](#) on Fri, 29 Dec 2006 13:27:17 GMT
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just don't go calling people, jackasses even if it is for a reason.

Subject: Re: New script add-on idea
Posted by [Theboom69](#) on Fri, 29 Dec 2006 13:31:00 GMT
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But what i thought i read seemed like one. now looking at it again i see i was wrong.

Subject: Re: New script add-on idea
Posted by [JasonKnight](#) on Fri, 29 Dec 2006 23:40:09 GMT
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ok just stop arging agout the mistake.

anyway, I have been in servers where this did happen.

The only complaint i would have is if you kill a sniper and you run back to base to buy an SBH. its alot harder to be an SHB and get a sniepr gun then it would be to do it the way I just mentiond. Have it only for like the low level weapons, anything higher would be too much of an advantage for nod's SBH.

If they want a powerful gun, they just got to pick it up while an SBH.

Subject: Re: New script add-on idea
Posted by [Canadacdn](#) on Sat, 30 Dec 2006 02:15:29 GMT
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I've been asking Jonwil to make this script for a long time, so don't hold your breath... I don't think it can be done.

(Wii post!)

Subject: Re: New script add-on idea
Posted by [bisen11](#) on Sat, 30 Dec 2006 04:12:37 GMT
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Yeah. They have that on servers already.

Subject: Re: New script add-on idea
Posted by [crazfulla](#) on Sat, 06 Jan 2007 00:52:38 GMT
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Ive seen it before. On black cell you drop a backpack with all our weapons when you die. its quite cunning actually. though I don't know if they have publically released this mod.

Subject: Re: New script add-on idea
Posted by [Spyder](#) on Sat, 06 Jan 2007 12:28:11 GMT
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Ok Another idea. Let's build in a renegade music player. You do not need to be the server host and only YOU hear the music. It can also play playlist files, like m3u and pls. This is some sort of idea so you don't have to turn media player or iTunes on when playing renegade and creating UBERLAGG!

Tell me what you think of it.

Subject: Re: New script add-on idea
Posted by [Slave](#) on Sat, 06 Jan 2007 12:39:09 GMT
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What i think of it? Winamp/Winmedia is convenient enough. Also i don't really see where your uberlagg idea came from. Wherever the file is played from, it still drains just as much cpu, wich for

an avarage computer is still close to zero.
