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Subject: scripts.dll 2.1

Posted by [rm5248](#) on Fri, 03 Dec 2004 21:49:02 GMT

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I'm curious to see if these can be made with scripts.dll...

-Is it possible to have different scopes for different guns? (ex. pistol has 2x scope, sniper rifle has 15x scope, auto rifle has 5x scope etc.)

-Would it be possible to drive a vehicle and shoot the gun that you have in your hand at the same time?

-Is it possible to make remote-controlled rockets?

-Is it possible to change the position of your health from the default?

-Is it possible to have a weapon's secondary mode to have you throw the weapon and have it turn into a sentry gun?

-(last question)Is it possible to make the ammo monitor go down when you have less ammo? (ex. out of 100 bullets, when you have 50 left 1/2 of the meter is filled in)

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