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Subject: scripts.dll 2.1

Posted by [jonwil](#) on Sat, 04 Dec 2004 14:17:34 GMT

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different scopes for different guns, no.

drive and shoot your gun at the same time, no

remote controled rockets, no

Changing the position of your health is probobly doable but it would take a lot of effort (essentially it would be the same as re-doing the HUD completly)

Vehicle Hydraulics, no

Maknig it so you throw the weapon, no

Changing the ammo meater, no

As for the slot machine, basicly, what it would be is a scrypt that takes 2 credit amounts, one is the "cost", the other is the "win". It will also take a percentage value.

When it is poked, it will check to see if the player has the "cost" amount.

If so, it will remove that many credits from their credit count.

Then it will randomly pick a percentage.

If the percentage is below the passed in value, it will give the "win" amount.

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