Subject: scripts.dll 2.1
Posted by vloktboky on Thu, 20 Jan 2005 03:50:01 GMT

Blazea58Another thing i was pondering on is if there is a way to possibly change the set amount of credits. Like for my map i would really like it if you start with 0 dollers no matter what, even if the host picks 99999, maybe there is a script that takes all of it away?

Basically just a script that either takes away money, or forces you to start with 0

Create a map structure with two entries, a string and a boolean value. Fill the map with all of the player's names, and mark each boolean value for each entry false. Reset this map structure on every map load. On a player's creation using any script attached to them, look up the player in this map structure and check its respected boolean value. If it's false, mark it as true and give it the opposite amount of starting credits. If you have to, you could easily look this up from the INI file. Or, if you think about it, their credits will be the starting amount when they are first created, so you could just get their money and reverse it. If you want to change it instead of just resetting it to 0, just give the player however many credits you want after you give the player the opposite amount. You could easily make it give a certain amount depending on which map was loaded here.