Subject: scripts.dll 2.1
Posted by Blazea58 on Thu, 20 Jan 2005 23:32:57 GMT
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Your on a roll here with these scripts, i can't belive how much can be done in renegade now thanks to you.

JFW_Clear_Money_Startup which will set the money of whatever its atatched to to 0 on startup

So im guessing if that script does work, it would take away the credits of whatever you attach the script to. (ie players?)

Quote: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.

 I'm sorry but i dont know much about that , so i dont think i could pull it off, but im guessing from the way it sounds it would do the exact effect i was looking for, just to reverse the starting amount.

 It would just suck to make a map that is all based on starting with 0 credits, if the host can just change it to 99999. With my map, standing behind cash regsiters, getting kills, and gambling is the only sources of money gaining i wanted to have.