Subject: Re: scripts.dll 2.4
Posted by Kamuix on Mon, 30 Jan 2006 06:12:43 GMT
View Forum Message <> Reply to Message

A teleport script that instead of being team specified like the JFW one. Its specified by a player name.

A script for the MX0_Obelisk object that would allow it to work and be destroyable.< Probably impossoble to do but its an idea.

A "Kill <Player ID> Console command. Along with Kill2 for not taking away cash.

A Map Position console command.
Mappos <Player ID> <X> <Y> <Z> Moves the player to that map position   . I love this idea.

A script that u can use to specify which team players start on when they join. Instead of automaticly balancing the teams. Maybe.

There are some ideas i thought of .