
Subject: Are these possible?

Posted by [Sir Phoenixx](#) on Sun, 11 May 2003 01:53:15 GMT

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Are any of these possible in any way, and how (what method, trick, where, etc.)?

Purchasing

I want to be able to purchase the character class under one category, and weapons under another. So that the player can purchase the character class, like Heavy Weapons, Light Weapons, Sniper, Medic, Technician, etc.; Then go to the Weapons category and purchase your weapons for that character.

Would being able to choose certain weapons that would only be available for certain classes be possible? If so, you could go to the Weapons category and choose between the available weapons for that class. All of the weapons would be available for the Heavy Weapons guy. All of the weapons that are lighter then the M16A2 and similar guns would be available for the Light Weapons guy. Only the sniper rifles and sidearms and secondary guns (shotguns, submachine guns, etc.) would be available for the Sniper, etc.

Fire Modes

Would it be possible to make the Secondary Fire button switch fire modes instead of fire the secondary fire mod button? (or make a new button that switches the fire mode)?

So that we could have Single/Burst/Auto for the certain Assault rifles, HE/Frag/Smoke/Etc. for Grenade launchers, etc. Instead of just the two primary/secondary?

Navy

I know it's possible to have controllable naval vessals, but could there be a building like a naval port made that could build them? (Have a new category in the PT for the Navy vessals)
