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Subject: Are these possible?

Posted by [\[REHT\]Spirit](#) on Sun, 11 May 2003 03:08:17 GMT

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I dunno about the firing modes but the purchase stuff is possible. It might be slightly different than how you'd like though.

Essentially there'd be various buttons somewhere. Shooting one has an effect on another. So you'd go through the menus buying your characters and weapons through the screens. This is not needed if you don't want weapons to be limited to certain characters (instead you can make it so you buy vehicles, these vehicles can be blown up and drop the weapons).

Naval base would work the same. Not very hard to set up at all actually.

The naval base might not need custom scripts, the new PT one probably will though.

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