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Subject: Re: Formula Evolution Mod needs YOUR help!

Posted by [nopol10](#) on Thu, 27 Jul 2006 09:45:06 GMT

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That's possible...but the mod is mainly focused on the multiplayer part.

Ideas

1: Spectator Team

When a specified number of players have been met, anyone else who joins goes to the spectator team where they can fly around the map looking at the race. (Flying Character Script+Stealth)

2: AI players spawning after a certain time limit of no-player-joining-ness (requires script)

3: Vehicle spawning after crashing outside cliff so that race can continue (or something) (Scripts are already available:JFW\_Spawn\_Object\_Death)

4: Driver character with a helmet on(non-essential)

5: Crashing damage (No idea how this can be done)

EDIT:

Was just looking throught the scripts 2.9 readme and found an interesting script

Idea 6:

JFW\_Aircraft\_Fuel

What it does is make the vehicle useable for only a small amount of time. So pit stops may be important and implemented.

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