
Subject: Re: Purchasing Weapons not Characters?
Posted by [Veyrdite](#) on Sat, 10 Mar 2007 07:48:35 GMT
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redo the entire purchase terminal script, and probably deselect "is pt" in le options.
while you're at it, make arrows at the bottom of the screen to list more of whatever menu you are in.

all i know is that you have to use something like the ion cannon as a base. for all it matters, make 101 terminals each with a diff weapon instead of the beacon

if you get stuck, get player coords, sparn an invisi powerup with no sound when collected or display on the hud. easy.

now all we need is purchasable skins (not textures, mutant, chemwarrior, heavy structure (lol), light vehicle etc)
