Subject: Re: Code Release - Kamikaze Suit Crate
Posted by reborn on Thu, 13 Dec 2007 16:20:08 GMT
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MadRockz wrote on Thu, 13 December 2007 10:54Hex wrote on Thu, 13 December 2007
06:20We have a crates plugin we were working on but got to to the side and never worked on
again

EMP (disables and ejects players from all vehicles in xxx meters for xx time)
TeamMoney (like the normal money but the whole team gets it)
DisarmC4 (disarms all the players mines that picked the crate up)
BlownFuse (powers down base defences)

I'll upload the source later, maybe someone else can carry on were we ended

EMP cannon? i created a Command in Lua wich Freeze players if you type !Freeze <name>, i
used KAK_Freeze_Object

The LUA plugin is great, people with no experiance get to start coding and learning. I think
Roshambo done a fantastic job with it. It's used by many people and I really think he deserves a
cookie for it.

The only trouble is, everyone who uses it seems to only add shitty chat hooks with it. I really think
they look tacky and crap. I hate going in a server and seeing "!turret", "!obbygun", "!buy beacon".
It wouldn't be so bad if they stopped working on character/vehichle purchases if the vehichle
factory or soldier facotry for there team had been destroyed, and they only worked in proximity to
your base. Hell.. some don't even check there team, so a GDI person can buy an sbh or a stank.

I learned the hard way that you shouldn't do something just because you can.

End of rant (I just hate those chat hooks).

Would be cool to see that Hex
I would be interested to see how much your base defence crate differs from my one. I know
myself and MathKill recyle old DA code if we can, or look to it for help if stuck. I think I am safe in
assuming you do to looking at the parachutes code you posted. But everyone has there own
twists to it and slight deviations (i'm not suggesting BTW that anyone is any less for doing that,
why wouldn't you look at it to see how other examples have been done). I really will enjoy looking
at it