Posted by Titan1x77 on Wed, 28 Jan 2004 05:20:29 GMT
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when u get a kill and the kill is listed on the stats/score is that thru a script or the source code itself...im thinking the source code,

But I may aswell ask...can a script zone report all kills from withen that zone to the score/stats only...any kill's outside that zone arent counted?

Also an old idea...a beacon script zone thats team specific....that way no building controller isnt needed for the map to indicate team ped's.

Since we know that the teleport script works with MP...maybe we can add some options...like the above mentioned,keycards access and if preset/explosion, How about a randomizer to a few different locations...so you dont know where your going to end up.