
Subject: things

Posted by [jonwil](#) on Thu, 29 Jan 2004 02:52:52 GMT

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firstly, radar jamming does work but not in MP.

Secondly, the kills go through the score code not the scripts

team-specific beacon script, cant be done

As for "random teleport", thats possible

I will also be making modifications to JFW_Zone_Send_Custom_Enable,

TDA_Send_Custom_Zone and JFW_Zone_Send_Custom_Preset such that:

1.passing an EnterMessage or ExitMessage will cause no message at all to be sent
and 2.passing an EnterParam or ExitParam of 0 will cause "the ID of the thing that triggered the zone entry or exit" to be sent as the parameter.

My new script to be written, JFW_Zone_Send_Custom_Keycard will also work the same way.
