
Subject: scripts.dll 1.5

Posted by [kirby651](#) on Mon, 23 Feb 2004 17:30:29 GMT

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A disarm script? so if you shoot someone with a weapon\secondary fire it grants you the weapon they are holding and removes it from them...

spawn zone script. spawns a player in a random spot (x y plane only) within a zone.

animations do work in mp. they stop playing if the player moves\looks away. they work fine on bots.

Can a duck animation replacement work? so insted of ducking you dive into the prone pos? what are the names of the duck animation? [/qustion]

Koth script. for every 30 seconds <team> is the only team on the hill zone give <team> 1000 score.

a script that will zoom in players view if secondary fire is triggerd

object is poked while weapon is held send custom from player.

custom_play_first_person_animation

secondary_fire_send_custom

a script that changes weapon presets in a slot. (on trigger remove <weapon> and replace with <weapon>. play for <time>

primary_fire_send_custom

script that changes the side of a bot\player if hit by a preset.

script that makes the screen blurry if hit by preset.

Edit:

is there a way to plant a beacon from far away? like have a laser pointer that you point on somthing and hold it there till the beacon is armed???

[/qustion]
