Subject: scripts.dll 1.5
Posted by jonwil on Mon, 23 Feb 2004 23:44:21 GMT
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bounce pad (i.e. where jump velocity is modified), that wont work.
I can do a version of the current script that lets you modify x,y and z instead of just z though.

A "no damage" zone isnt really possible
Changing the preset of an object/player/whatever isnt possible.
Spawn Zone script, not possible.

kirby651, which command are you using for animation?

As for the KOTH idea, basicly, when something enters the zone, a timer is started if the team of the entering object is different from the last team to enter the zone.

Cant detect when weapons are fired
Also, poke doesnt work in MP (the poke event isnt transmitted)

Removing individual weapons from an object cant be done
Plant beacon from far away, cant do that
making the screen blur, cant be done in MP
Changing the side of a bot/player, I dont think that will work (at least for players) in MP.
Disable/Enable the targeting brackets = no
Changing the cost of units, cant be done.

As for animations, if someone can figure out Set_Animation, I could do a lot more with animations.
Knockback (i.e. when this object is hit, make it move backwards) is possible.
But it would happen for all weapons (since you cant tell what weapon hit the object)

Since you cant put a script on an ammo preset, you cant do a seeking missile.

Also, some scripts I will look into: (but no promises)
1.a CTF script that makes the flag drop on the ground where you die instead of appearing back at the enemies bace.
2.a script for Capture The Mobius.
Shoot Mobius (who is a bot and is invincible) and he follows you.
When he is lead into a certain zone, player gets points and a new mobius is spawned.
3.a script for CTF but with one flag in a central location with it respawning in the central location when it is returned.
4.same as 3 but instead of respawning in central location, it appears in base of player who last captured it.

Plus, some requests from Dante (added here to keep ideas in one place)
Chronosphere scripts x 2
Iron Cutrain scripts x 2
Chronotank script

No promises when any of this 1.5 stuff will be done, study comes first...