
Subject: What bullet/weapon related scripts should I add to 2.7?

Posted by [jonwil](#) on Sun, 09 Apr 2006 12:47:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

Thanks to my new engine calls, I can remove any gun from an object by preset name.

I can also locate any gun by preset name. (if the object has it)

And I can find "all guns" for an object.

And I can get the current gun for an object oo.

Then, once I have the gun, I can add bullets.

I can subtract bullets.

I can set the bullets to some specific value (including "empty" and "full")

I can do this for both the count of bullets loaded into the weapon and for the count of bullets in the "clip/backpack".

I can make all this trigger on zone entry, on powerup collection, and on poke.

What scripts should I make with this? What uses can people think of for being able to change the bullets for a gun or object?

Subject: Re: What bullet/weapon related scripts should I add to 2.7?

Posted by [Oblivion165](#) on Sun, 09 Apr 2006 14:48:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

Maybe a (Manned) turret script. So that when the turret overheats the clip is empty, after a few seconds, it regens back.

Subject: Re: What bullet/weapon related scripts should I add to 2.7?

Posted by [=HT=T-Bird](#) on Sun, 09 Apr 2006 14:52:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

Oblivion165 wrote on Sun, 09 April 2006 09:48 Maybe a (Manned) turret script. So that when the turret overheats the clip is empty, after a few seconds, it regens back.

That would be nice for use with any weapon (not just turrets), actually (it would behave something like the Plasma Rifle from Halo)

Subject: Re: What bullet/weapon related scripts should I add to 2.7?

Posted by [dudley](#) on Mon, 10 Apr 2006 01:57:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

looks like a few new crates are coming (ammo set down to 1 clip each weap or something, weapon freeze crate - sets the ammo to 0 for a specific amount of time be4 it refills again)

refilling ammo automatically when entering your own structures or a vehicle might also be helpful sometimes when its possible to specify what weapon(s) exactly are being refilled

Subject: Re: What bullet/weapon related scripts should I add to 2.7?

Posted by [Renx](#) on Mon, 10 Apr 2006 02:33:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

The only thing that might be slightly useful I can think is vehicle ammo. With this you could have a limited amount of ammo for each or certain vehicles, then have to drive into a zone to refill.

Subject: Re: What bullet/weapon related scripts should I add to 2.7?

Posted by [danpaul88](#) on Mon, 10 Apr 2006 16:31:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

maybe a script where your weapon has a random chance (say 0.05%) of jamming each time you fire it, and your current clip is set to empty (as if it was discarded)...

Subject: Re: What bullet/weapon related scripts should I add to 2.7?

Posted by [Titan_HQ](#) on Wed, 12 Apr 2006 21:47:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

Would it be possible to limit a person to the number of weapons they can carry. Let a person swap there current weapon for a weapon lying on the ground instead of just automaticly picking it up.

Subject: Re: What bullet/weapon related scripts should I add to 2.7?

Posted by [JeepRubi](#) on Wed, 12 Apr 2006 22:11:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

Cina like Halo?

Subject: Re: What bullet/weapon related scripts should I add to 2.7?

Posted by [jonwil](#) on Thu, 13 Apr 2006 01:56:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

Weapon jamming and limited weapons is not going to happen.

Subject: Re: What bullet/weapon related scripts should I add to 2.7?

Posted by [danpaul88](#) on Thu, 13 Apr 2006 10:23:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

didnt think it would be possible, but you never know unless you ask

anyway, nice work with all the weapon engine calls, I am sure people will come up with some

great uses for this!
