
Subject: Kill command.

Posted by [ghost](#) on Sat, 14 Oct 2006 18:39:47 GMT

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

Is it possible to add a "kill" command to the next Scripts (3.0).

So one would type in the FDS console
kill player/ID

Subject: Re: Kill command.

Posted by [Zion](#) on Sat, 14 Oct 2006 22:57:32 GMT

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

Yeah, that would help regulators too instead of moving the player from one team and back to the other.

Subject: Re: Kill command.

Posted by [Nightma12](#) on Sun, 15 Oct 2006 11:48:17 GMT

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

the main problem with moving from one team to another is that the deaths go down by 2 instead of one

also mines disappear, and it can end the game on small servers

Subject: Re: Kill command.

Posted by [ghost](#) on Sun, 15 Oct 2006 21:26:12 GMT

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

What I did since I use the CLoudyServ Bot is use the ltc2 command. It changes a person to another team without loss of credits/score. Then switch back instantly. It happens fast enough so a player can't respond (attack or do anything). But I find it a cheap way and a lot of players complain about the current way...

Subject: Re: Kill command.

Posted by [EvilWhiteDragon](#) on Sun, 15 Oct 2006 22:06:03 GMT

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

Dave, 2 things

1. Read the topic, so you won't make a fool out of yourself.
2. You DON'T belong to a group called BlackIntel, atleast, not anymore. But you already should know that.. I PM'ed you here, on the blackintel forums etc.

Ghost's signatureBlackIntel Mod

I would like to advise the smart person behind the comment that I can put any siggy as long as its not offence in any way. I belong to a group called BlackIntel which was just formed... If you must know.

Oh btw, that smart person is Crimson, as I requested it to be removed.

Subject: Re: Kill command.
Posted by [jnz](#) on Sun, 15 Oct 2006 22:34:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

isnt there a script to apply damage?

Subject: Re: Kill command.
Posted by [danpaul88](#) on Sun, 15 Oct 2006 22:59:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

I did suggest a kill console command before, but I don't think anyone was particularly interested in doing it... ah well

Subject: Re: Kill command.
Posted by [ghost](#) on Sun, 15 Oct 2006 23:42:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

It is a good command. Well, To me... Its somewhat similar to the !stuck and such. I want to mainly use it for people acting like idiots (Hill camping etc). And for people who are too lost and lazy to travel back to base.

Subject: Re: Kill command.
Posted by [extreme_sol](#) on Mon, 16 Oct 2006 22:06:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

Add a kill command into scripts, look for !bl and such although i think this is only is SSAOW, besides a kill command could get abused in clan games etc.

Subject: Re: Kill command.

Posted by [Matix](#) on Tue, 17 Oct 2006 00:40:39 GMT

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

So? Who cares if it gets abused, the server will have it's popularity greatly degraded,

Subject: Re: Kill command.

Posted by [EvilWhiteDragon](#) on Tue, 17 Oct 2006 09:10:05 GMT

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

As a server you can do about any thing anyway, if you like it or you don't. You could even make players kill themself when firing at a certain other player, while the other player gets no damage so...

Subject: Re: Kill command.

Posted by [Zion](#) on Tue, 17 Oct 2006 10:28:47 GMT

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

It just takes knowlage in doing that, and not all server hosters have that knowlage (i'm one of them).

Subject: Re: Kill command.

Posted by [EvilWhiteDragon](#) on Tue, 17 Oct 2006 10:35:16 GMT

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

ok that's true ofcourse, but you get my point I think?

Subject: Re: Kill command.

Posted by [Zion](#) on Tue, 17 Oct 2006 12:10:02 GMT

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

Yes of course.

Subject: Re: Kill command.

Posted by [Nightma12](#) on Tue, 17 Oct 2006 16:31:08 GMT

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

i know there was a kill command in the original bhs.dll, but it was removed for some reason in the public build...

Subject: Re: Kill command.

Posted by [Zion](#) on Tue, 17 Oct 2006 17:56:23 GMT

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

Put it back, JonWil, PUT IT BACK!!

Subject: Re: Kill command.

Posted by [ghost](#) on Wed, 18 Oct 2006 00:01:30 GMT

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

Merovingian wrote on Tue, 17 October 2006 10:56Put it back, JonWil, PUT IT BACK!!

I agree.
