Subject: scripts I am going to write.
Posted by Anonymous on Mon, 13 Jan 2003 12:05:00 GMT
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ok, more things I will write:JFW_2D_Sound_Timer_Random. Same as JFW_2D_Sound_Timer except the timer time is a random number thats between a specified minumum and a specified maximumJFW_Hunt_Blow_Up. Object just sits there until an enemy comes close enough to trigger EnemySeen. Once this happens, it does an Action_Goto on the enemy folowed by a Create_Explosion.JFW_Hunt_Attack. Same as above except instead of Action_Goto folowed by Create_Explosion it does Action_Attack.JFW_Zone_Send_Custom_Enable. Same as TDA_Send_Custom_Zone but must be enabled first by a custom from something else.A way such that blowing up a certain object wins or looses the game in MP for a particular team (already possible using existing scripts)Scripts like M00_Nod_Turret, GTH_User_Controllable_Base_Defense, M00_Base_Defense and others that get turned off when the power goes off (JFW_Power_Off for the PP, and various for the weapons).Things suggested but that I cant write:Visible character in vechicleZero-G ZoneGame Modes from TimeSplitters2Anything that was suggested that mentions pokeSeperate PTsAnything to do with "only do xxx if an object is moving"Anything to do with "only do xxx if an object is cloaked"The idea about "-on exit, it destroy, and spawn something one the death of this object(make deployable machine guns. make a gun that u will trow the deployed gun. u enter.. fire... then exit.. the gun explode, spawn an ammo/gun so u can take it and re deploy it later)"The idea about "-when a building is destroyed it disable a spawner buet when i enter a zone, it enable it, and i can only enable it one time."