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Subject: I need script ideas

Posted by [Anonymous](#) on Sun, 05 Jan 2003 13:55:00 GMT

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quote:Originally posted by Blazer: quote:Originally posted by SomeRhino:I highly doubt this is possible to implement in a script, but could you create a script that would be attached to a scriptzone wherein the player would be be blasted X meters into the air? If not, could you enter the zone and be given the ability to jump that high until you left? It would help me a great deal on porting the Q3A level. Thanks.Find the author of the "SureShot" sniper mod. In that mod everyone could jump super high...It was like playing low-grav instagib.Crimson still had it installed...here are some snippets from the readme file:code:[14:56] [Crimson]: Sure Shot[14:56] [Crimson]: Created by: Skint[14:56] [Crimson]: Purchase terminals modeled and animated by Bumpaneer[14:56] [Crimson]: Websites: <http://www.cnczone.net>[14:56] [Crimson]: <http://cncex.com/>[14:56] [Crimson]: Install Info: Extract the contents of the zip file into your Renegade/Data folder[14:56] [Crimson]: Host or join a game running the "Sure Shot" mod pkg[14:56] [Crimson]: Features: "Super Soldier" Snipers, this is what you spawn as. They can jump higher, levitate briefly, breathe underwater and take no damage when falling from great heights.[14:56] [Crimson]: Purchase terminals will only allow for refill of the sniper character.[14:56] [Crimson]: with weapon spawns off, it's sniper rifles only. Leave 'em on for a MAD team deathmatch.[14:56] [Crimson]: Three maps included, rounds 2&3 have sniper sedan spawns near the starting positions.[14:56] [Crimson]: No changes have been made to weapon accuracy, the name "Sure Shot" refers to how good you have to aim[14:56] [Crimson]: to hit an opponent with these enhanced abilities.[14:56] [Crimson]: Contact me with any bugs or suggestions: [skint26@hotmail.com](mailto:skint26@hotmail.com)[14:56] [Crimson]: Thanks are in order to...[14:56] [Crimson]: [14:56] [Crimson]: Bumpaneer for making his purchase terminals available for everyone to use in their maps, and[14:56] [Crimson]: the tutorial on how to implement them.  
-><http://www.renegademods.info/browse.cfm?getdir=Bumpaneer>[14:56] [Crimson]: Shaderlab for the textures -> <http://www.shaderlab.com/>[14:56] [Crimson]: The CnC Zone Forum peeps for the support and help with testing[14:56] [Crimson]: All the sites that host my map

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