
Subject: scripts.dll 1.8 is being worked on (I need ideas people)

Posted by [Titan1x77](#) on Thu, 15 Jul 2004 13:10:36 GMT

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Send_Custom_pickup.....would send a custom on pickup of a powerup spawner.....sort of like your vehicle powerup script but just be able to send a custom to an ID of another object to receive it.

(ex.player picks up powerup that only spawns once every 15 mins and it sends a custom to a zone with JFW_Blow_Up_Location_On_Custom to create an explosion in a certain area to kill anything in that zone)

ClearWeapons_preset.....clear certain weapons when in zone(ex. timed c4)

Send_custom_multiple_ID's..... send's a custom to several different object ID's....(ex.send a custom to 4 ID's at once that create 4 explosions in 4 different places)

Create_object_on_enter

On enter it will create an object at a certain location,on exit object will be killed.

Ive tried a few ways of doing this and i have to set up a zone then send a custom to create object then i have to send another custom on exit to not render the object....would be easier to just have a display object on enter/remove object on exit.

This would be useful for my KOTH maps to display a model over the hill to show who's got control of the hill.

I'll have a few more soon....
