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

Posted by [flyingfox](#) on Fri, 16 Jul 2004 06:17:58 GMT

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Hmm, about the last section, would it be possible (if you pulled some of that stuff off) to buy a soldier, type !get <weapon> and switch your weapon for it? Then again, you could just spawn the item.

Furthermore, you could "allow" the higher the class, to !get models of any lower class on their team. So for example, a standard soldier could only !get a shotgun, flamethower or repair gun (if Nod) but a black hand sniper could grab any black hand weapon, anything from officer class or base class. And sakura could pull any weapon. It seems fair because a character wouldn't be keeping their existing weapon, nor would they be getting too powerful for their class.

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