## Subject: scripts.dll 1.8 is being worked on (I need ideas people)
Posted by Blazea58 on Fri, 16 Jul 2004 14:24:36 GMT
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Id really like the vehicle limit changes as that would create much more ways for servers to keep it fun.

Id like to even see large servers running at a limit of 5, it would be interesting, or a 24 person server with 12 limit lol.

There would be lots you can do just with that single one, and as long as the servers could handle the extra pollygons showing all at once, then it should be fine.

--------------------------------------------------------------------------------
VehicleFactoryGameObj::Request_Vehicle(int,float,SoldierGameObj *) might be usefull to code up a way to create vechicles at the war factory/airstrip via scripts...
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How would this one work exactly, would you still need a purchase terminal, or would it be more of just a command you type in the console?

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JFW_Set_Health_On_Custom. Will set the health of <the thing its attatched to> when it gets a custom.
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So if this can set health on a custom, wouldnt that mean that the infantry idea i had could be possible in any way?

As in when you reach a certain point in a map then you start loosing health each time it recieves it?

Sorry i do not know much about all these scripts,so i guess i cant really help explain my ideas clearly lol.

And last off, if sk has a flying infantry idea, it sure would be nice to have maybe higher jump, or low gravescale in a script