
Subject: I need scripts.dll 1.9 ideas

Posted by [Madtone](#) on Thu, 05 Aug 2004 07:26:05 GMT

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Hmm, im preeety sure this isn't possible but who knows if i don't ask..

Not sure how to best describe it so i'll just say how and where it could be used.

Ok the game starts and a player is automaticly randomly selected to be a commando, he has star above his head or something to show he is a commando and (if possible) a helmet/hat/item of clothing to also signify he is a commando.

then some kind of if_commando give particular_weapon

Yes, no or not sure?
