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Subject: I need scripts.dll 1.9 ideas

Posted by [Deactivated](#) on Thu, 05 Aug 2004 13:31:57 GMT

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Here's my idea:

Could it possible to make a script that shows an icon when you are in range/or shoot an item (tank, weapon, powerup, whatever that can be shot at)?

Basically it would attach a preset (which is the icon) to bone (Eg. bone called Hud) where you point it with your gun.

Like on this screenshott:

And this:

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