

---

Subject: More script ideas

Posted by [Deactivated](#) on Thu, 26 Aug 2004 13:33:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

FallingSoldierSound

Plays a 3D sound (Eg. soldier screaming) when you are falling from a certain distance.

ProgressiveDamageSound

Plays a 3D sound (Eg. soldier yelling in pain/heavy breathing) when health drops to 75% (wounded), 50% (heavily wounded), 20% (dying) and 0% (death)

Every health level should have its own sound setting.

Can be used for vehicles and buildings as well.

CaptureOnPoke

Converts the object that was poked to same side as who poked it.

Should be able to define if only a certain soldier can convert them by poking. (Eg. Engineer).

Damaged\_ApplyDamage

If this object is damaged by X amount, it will start applying additional damage by every X seconds.

Will stop applying damage when it receives a custom (eg. Medical kit powerup collected).

Fading\_Flash

When attached to any object, this will fade in and out the screen in specified color after a set delay. This could be useful for very powerful explosions (eg. nuke) to flash the entire screen.

---