
Subject: Two scripting ideas...

Posted by [npsmith82](#) on Thu, 02 Sep 2004 20:36:23 GMT

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Situation:

You've been playing in a server for a few minutes, save up enough money for a \$1000 Raveshaw or equivalent. After you've paid for the character you start to walk out of your base to hunt down some enemies. Moments later you get the "Connection to the server has been lost...", followed shortly by you being disconnected and sent back to the server listings.

Problem:

You rejoin the server but now you're not only \$1000 worse off, you've also lost your Raveshaw and spawn as a standard rifle soldier.

Solution:

If possible, the server could remember the last infantry character you purchased, and if you exit the server (accidentally or not) and rejoin, you spawn at your base with the previously paid-for character.

The only problem i see here is that it could be exploited and give you an advantage as if you simply wanted a quick trip home to base. To counter this, when you rejoin and spawn you should be in a lockdown-state (just like the "Gameplay is pending" when you're alone in a server). You shouldn't be able to shoot or move for at least a minute. It's a small price to pay for keeping your expensive character.

To my knowledge, this happens when the IRC message reports "Connection broken to player X", so you should be able to distinguish between who is exploiting and who loses their connection.

Right now i can't remember the 2nd script idea, but when it comes back to me i'll post it here in this thread.
