Subject: scripts.dll 2.0, what will be in it
Posted by Blazer on Sun, 26 Sep 2004 23:29:31 GMT

jonwil
a script that will (on custom) set the screen fade to <some setting> for all players then start a timer. Timer expires, it resets it back to no fade.

How about affecting screen fade of everyone within a certain radius? This could be used to implement a flashbang grenade