
Subject: New gametype, opinions?

Posted by [General Havoc](#) on Sat, 19 Apr 2003 14:38:03 GMT

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Yeah I thought of a way around this. It uses a custom script, i'll explain below. There are limits to this script though because the preset the script will spawn is static so you would have to make a new purchase zone for every different vehicle. I'm not sure how your planning this out but my idea was small rooms off map with a PT so you can buy a character. The room would have 1 spawner in it for the player start. There would be an exit which goes into a teleport zone to teleport you onto the battlefield maybe the teleport destination point is protected by minor base defences.

The script below takes cash out of your balance when you enter the zone it is attached to and then spawns a preset at a location specified. This could spawn the vehicle in the room as the teleport script lets you teleport vehicles with no problem.

Information about the scrip pulled from the readme.txt follows:

\\ Begin

JFW_Preset_Buy (this script is supposed to act as a "purchase point" for e.g. a helipad, it triggers on zone entry)

Preset_Name (the name of the preset to create)

Cost (the cost, I think I fixed it, you use positive numbers to take amounts away now)

Location (the location to spawn it at)

Player_Type (what player type to trigger on, 0 = Nod, 1 = GDI, 2 = any, 3 = havoc)

// End

I have other ideaa too but see what you think of the script idea.

_General Havoc
