Subject: Re: scripts.dll 3.0

Posted by Oblivion165 on Sun, 13 Aug 2006 18:49:32 GMT

View Forum Message <> Reply to Message

## Script Request for 3.0:

- 1. A script that will specify a spawner to spawn only on a specified difficulty level.
- 2. A poke and follow script for MP, just anything to get those bots chasing you through the level, foe or ally. (foe and ally should also shoot)
- 3. Script zone apply random character preset. Also clear the weapons and grant specified.
- 4. Script zone show character purchase screen (more slots than ren, unlimited slots)
- 5. Poke and give invulnerability for x seconds

Poke and give invisibility for x seconds

Poke and give x damage amplifier for all ammo for x seconds

Poke and give health regen for x seconds (continuous slow health regeneration no matter where you are)

- 6. Deployable turret (already exist? heard about it)
- 7. Paint information and images on the screen. Such as a image and your current kill count:

Kill count, ammo count (current weapon) and deaths. Ammo count image based off of ammo type.

Ah, I don't request many, but I sure build up a list. Of course some of this are probably already out there, if someone would just point me in the direction ill go from there.

## File Attachments

1) score.jpg, downloaded 1117 times

