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Subject: Re: scripts.dll 3.0

Posted by [Oblivion165](#) on Sun, 13 Aug 2006 18:49:32 GMT

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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.

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### File Attachments

1) [score.jpg](#), downloaded 1250 times

