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Subject: Re: scripts.dll 3.2 is in progress

Posted by [Sir Kane](#) on Fri, 26 Jan 2007 18:22:01 GMT

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Jerad Gray wrote on Fri, 26 January 2007 12:13Oh it is possible but it would take up about 100 KB by itself, which would be a lot of coding just for one script. And it would need a lot of new engine calls, now if you had a bunch of blank weapon presets and had scripts that changed the 3d model (for first and third view), reload sound, ammo type, positing, change the amount of ammo per clip, max ammo for the gun, allow or disable sniper zoom, empty click sound, and name change. Now changing an existing model would be safer, but it is just as possible to make a new weapon using scripts, it's just more complicated.

If you're talking about the weapon giving thing declared as "impossible": even more lol.

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