Subject: Is it possible to create a "I'm reloading!" alert?
Posted by TNaismith on Tue, 13 Jul 2010 17:20:03 GMT
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Is it possible to create a "I'm reloading!" alert?

Being from the realm of co-op gaming, there are many constant concepts/ideas for co-op gameplay in other games that I sometimes wonder if it can be simulated here in Renegade. Take the game Left4Dead for example, in that game teamwork is emphasized to the point where there are actual audio triggers played to the team whenever someone runs out of a clip and has to reload.

A subsequent "I'm reloading!" or "Reloading, covering fire!" is heard, and the rest of the team (sub-consciously or not) usually move to cover their teammate while he/she reloads.

I play on the Renegade Co-op servers, and so it would ideally be implemented in that kind of setting -- if anyone from the AOW/Marathon/Snipers side of Renegade like it, then that is fine too. But this is request mostly for the co-op servers.

Is this idea possible to implement into Renegade? Create a script/server-side option to toggle on and off where every time a player reloads, some kind of A) Audio alert B) Text notification in the chat, is sent to the entire team.

One problem I see is that since Renegade Co-Op servers don't force players as close together as Left4Dead does, it would be annoying in Renegade to hear a teammate saying "Reloading! Cover me!" when your on opposite sides of the map. Some kind of proximity limitation would be required then, something like "If player is outside x range, then do not trigger "Reloading" alert"

So the first step would be to ask; Is it even possible to create a script that can read when a player is reloading his/her gun or not?