
Subject: scripts.dll 1.3

Posted by [Deactivated](#) on Fri, 12 Dec 2003 19:25:57 GMT

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Titan1x77Hi....could you add a script that you can attach to a spawner so when upon 1st spawn (either when you 1st join or after you die) you can disable any C4 or weapons on them. This is a problem in .mix format where no matter what you do in Level edit you spawn with c4 your pistol and the rifle.

and on the give money script can you make a parameter for only Nod or only GDI?

Wouldn't it be easier just to disable these weapons through Commando Editor?

This is my idea for a script:

SCUD_Launcher

Hides a part of bone(s). This could be useful on SCUD launcher type vehicle with visible ammo (missile). The script triggers when you press either one of the Fire buttons. The bone becomes visible again after a specified period of time.

Mods, like Renegade Alert would benefit from this script.

Currently the V2 in RenAlert spawns another missile (projectile) from it's missile (bone).
