
Subject: ok...

Posted by [jonwil](#) on Fri, 12 Dec 2003 22:17:17 GMT

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Firstly, I will add JFW_Remove_Guns (which will remove all the guns from whatever steps into it I hope). Put script zones around the spawners just like with the Team Deathmatch scripts. Then you can put whatever new weapons you like in.

EDIT: Wait, that wont work because if a player happens to walk through the zone during the game, he loses all his weapons.

So, looks like that idea cant be done either at this point in time

Note that if the player buys from the PT, they will still get weapons.

The Give Money script is already team-specific.

The "enter enemy vehicles" script is not possible unfortunately.

As for the make part of the model disappear thing, I know of a way to do the disappear but the problem is, there is no way for a script to know when something fires its weapon.
