Subject: scripts.dll 1.5
Posted by gibberish on Sun, 22 Feb 2004 23:46:14 GMT
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Titan1x77Something that may just be damn near impossible...

But worth the brain storming
Anything that would allow a moderator(possibly using jfw settable parameters) so that the server could set up a Spectator camera of some sorts.

You might be able to do spectator vehicle.

If you set call:
Set_Player_Team(obj, -2);

On both the vehicle and the player object you can drive around the map without either sides base defenses firing on you.

Additionally the targeting dot for normal players is grey (neutral) rather than Green or Red.

Combine this with a script to make the Pickup truck invunerable to players and you have got yourself a camera car.

Note: Make sure you don't get out of the vehicle  because it can crash the server having a player not in a vehicle with an alignment of -2

Gib