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Subject: scripts.dll 1.5

Posted by [Titan1x77](#) on Sun, 22 Feb 2004 23:54:38 GMT

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how about a real bounce pad script...with settable jump velocity...the current one just teleports you to a set z axis location.

I'd like to have one where you make a zone and it set's jump velocity for object then enters it.

so player X enters zone velocity set to 30 which would enable player to reach a platform high above.

it would have to remove jump velocity changes back to normal after exit of the zone.

and possibly a set gravity on objects that enter the zone.

I'd really like to see a true CTF script...where when the player drops the flag it doesnt return until the team picks it up and returns it.

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