
Subject: function stored in a key
Posted by [wittebolx](#) on Tue, 22 Jul 2008 00:31:57 GMT
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for example:

you kill 7 people without dying, you are awarded an airstrike, you can use the airstrike by pressing "L", when its used the function is on longer available and you will have to die and get 7 kills in a row again.

so actually is it possible to make predefined bonus keys, and the serverowner can allways choose wich script in script.dll he wants to load.

Subject: Re: function stored in a key
Posted by [mrÅ£ÄŞÄ-z](#) on Tue, 22 Jul 2008 11:41:44 GMT
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Its already possible in C++, it isnt that hard...

Subject: Re: function stored in a key
Posted by [Sniperhid](#) on Tue, 22 Jul 2008 13:00:10 GMT
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is it possible to attach keyhooks on to client without the keys being defined in keys.cfg?, its just easier for players if they don't have to download a new keys.cfg

Subject: Re: function stored in a key
Posted by [Jamie or NuneGa](#) on Tue, 22 Jul 2008 16:00:20 GMT
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No stealing ideas from clal of duty

Subject: Re: function stored in a key
Posted by [mrÅ£ÄŞÄ-z](#) on Tue, 22 Jul 2008 21:22:00 GMT
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NuneGa wrote on Tue, 22 July 2008 18:00No stealing ideas from clal of duty
Boo.
