
Subject: Re: Thoughts on 2.7 and beoynd
Posted by [Shadow2256](#) on Mon, 03 Apr 2006 23:12:41 GMT
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I might be way over my head here, but I know this is possible (All three):

- Making it possible for the host, or moderators/admins to use a "fly" command. Obviously granting the ability to fly around like you would in a VTOL, only you are a person. Know this is possible because I use to own the script. I don't have it anymore. Was originally done by GhostSWT.
- Allowing the Getpos/Setpos x,y/(Player Name) Setpos x,y
- A "player halt" command which would stop the player in their tracks, and not allow them to move or shoot. Allowing them to spin and look around though. It would be exactly like the "Gameplay Pending" thing before someone joins your game. Only, this would stop them. I think this would be useful for stopping a potential/suspected cheater in his tracks, or stopping an exploiter or rule breaker.

I definitely know all three of these are possible. Question is, would you be up to it Jon? I am hoping for these from a modding or host game thing, not for running or playing on servers with.

Thanks for your time in all of this.
