Subject: Re: AirStrike function
Posted by wittebolx on Thu, 13 Dec 2007 08:04:41 GMT
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MathK1LL wrote on Wed, 12 December 2007 18:59reborn wrote on Wed, 12 December 2007 10:55He wanted a chat hook that made it cost a player 5000 credits to call in the airstrike. I made it for him.

Here is a compiled version with source code:

http://www.mp-gaming.com/reborn/coderelease/white.zip

It really is only a cheap chat hook. I don't really recomend it tbh, my idea was to have the function called as some random event, or a power-up. Not based on credits.
The chat hook can be used in team chat with !a10n and !a10g, both teams can use either one. He didn't ask for Nod to only use the Nod one and vise-versa, but really all you have to do to enable that is add to the conditional where I check for the credits the players has for there obj's team.

Will try this out when I get home. I'll see what I can do with it. A crate may be good to do

~MathK1LL

the buildlog..error..

File Attachments
1) BuildLog.htm, downloaded 186 times