Subject: Few questions
Posted by Hubba on Fri, 30 Oct 2009 05:10:50 GMT
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Hey! I'm back again with new questions and I need your help

[SOLVED]1) How can i change how much score an object give? Lets say the object i kill gives 200 score and I want it to 100. I know i could attach "jfw_give_points_on_death" to like -100. But then if you damage the object so it only have 1 hp left you would still get 199 score.
Or another example if you shot a stank with a ramjet you will get like 30 scores each shot. How could i decrease that?

[SOLVED]2) How can i get check how much hp/armor and what weapons a player have? If i want the char to turn into another preset but keep the hp/armor + weapons? Example: If I have a !roshambo command.

[SOLVED]3) How can i get a models name? Is this possible? Is there a Get_Model_Name() method?

Thanks
Hubba