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facuarmo

06-13-21 03:43 AM

[HL1] Crossbow Only

1 Attachment(s)

This is a rather simple plugin part of the "gungame" category. Select any Half-Life 1 map and get a crossbow! Everything else is blocked, ammo is infinite.

You're allowed to use basic items, only those that aren't under the weapon_* category.

Screenshots

<https://i.ibb.co/KDtq8JK/example0.png>

<https://i.ibb.co/dJKdSVJ/example1.png>

Dependencies

- Engine
- Fun
- FakeMeta
- HamSandwich

Commands

This plugin doesn't support any command.

CVARs

This plugin doesn't support any CVARs.

Installation

- Drop the plugin inside of your addons/amxmodx/plugins folder
- Edit your plugins.ini (inside of addons/amxmodx/configs) and add its filename (amx_only_crossbow.amxx)
- Restart your server or change the level to initialize it

Development

On its current stage, the plugin is completely stable and usable. Although it might become rather slow on small systems or heavily loaded servers and further testing might be necessary in order to meet the standards of older plugins.

If you're planning on contributing, passing "debug" next to the filename within plugins.ini will provide you most of the unhandled exceptions that might occur, however, if you want to go even further, you might as well just re-build the plugin enabling the constant "DEBUG" (check the source header for more information), which will provide you with server-side insights about each of the plugin operation steps.

Contributions

If you liked the plugin or you feel like there's anything to improve on or optimize, feel free to provide your suggestions or, better yet, [submit a pull request to the repo at GitHub](#).

Credits

- To sourceruns.org for providing a starting point for me to learn about entity classes.

- To the [official Valve documentation](#) for providing a [comprehensive list of entity classes](#) with a proper description for the most important ones.
- To the writers of the [documentation for the AMX Mod X API](#) for providing useful resources to start with.
- To [\[Godmin\] Gonzo](#) for providing a well-written and readable [plugin](#) with a code that I could learn how to handle Pawn from and how to manage entities.

facuarmo

06-15-21 07:49 PM

Re: [HL1] Crossbow Only

Hey there everyone! So I've updated the plugin.

Here's a quick glance at what I've changed:

- General code cleanup
- Improvements on debugging output for developers
- Fixed typos on the code
- Switch to a safer weapon drop method
- Optimize weapon drop handling
- Improve the performance during player spawn
- Fix broken drop handler (you wouldn't get a crossbow back if you dropped it)

For a more comprehensive list of changes and a side-by-side comparison, please check out [this comparison at the GitHub repo](#).

Natsheh

06-15-21 10:49 PM

Re: [HL1] Crossbow Only

Why support one weapon when you can add support to everyweapon in halflife or out of halflife

facuarmo

06-15-21 10:52 PM

Re: [HL1] Crossbow Only

Quote:

Originally Posted by **Natsheh** (Post 2749889)

Why support one weapon when you can add support to everyweapon in halflife or out of halflife

Great question! Well, that's on the plans. I'm planning to allow for such thing through a menu and a combination of CVARs. For now though, it's just what I needed for my own server, it worked, users liked it, so I decided that I may as well just share it.

However, I shall say, it's a great suggestion nevertheless :).

All times are GMT -5. The time now is 06:37.

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