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Subject: scripts.dll 1.8 progress report

Posted by [jonwil](#) on Fri, 23 Jul 2004 10:30:35 GMT

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ok, some new stuff I am adding based on an idea I just had

Find\_First\_Player (finds the first player for the given team, you can then call the score and money commands on this with Whole\_Team to take money/score away from the whole team)

JFW\_Grant\_Money\_On\_Custom (adds money to the specified team when a custom is recieved, you can use negative numbers)

JFW\_Grant\_Score\_On\_Custom (adds score to the specified team when a custom is recieved, you can use negative numbers)

JFW\_ConYard\_Deduct\_Cash (now that I thought of a hopefully workable way to implement it, I can do the conyard-that-costs-\$ idea)

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