
Subject: Re: Another script Q

Posted by [danpaul88](#) on Sat, 25 Feb 2006 10:22:22 GMT

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I use JFW_Preset_Buy_Poke for a similar purpose in a mod I am working on, as long as you distribute a recent version of scripts.dll with the map/mod (including bhs.dll) clients shouldnt have any problem.

You need to set the name of the preset it buys, the amount you want it to cost, a location (x,y,z) for the preset to spawn and the player type which can use the terminal.

As for using it serverside, it would be limited to people with bhs.dll only, as jonwil pointed out.
