Hows the Textboxes in MP-Practise working??? Jsut a thought it might lead to the display
message thingy

A Script I need:
If the Script (attached to a Daves Arrow) recives a custom,
Check if the player has the ammount of Money (givven by the scrpt parameter)
If the Player has the amount of money, simpley takes it away and send a Custom to another
object.
Would be fien if this can be Sidespeciffic (e.g. only GDI or NOD requestst are acepted)

Hope thats posible