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Subject: scripts.dll stuff

Posted by [TimeFX](#) on Fri, 16 Jan 2004 13:14:06 GMT

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LaeubiHows 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 Sidespecific (e.g. only GDI or NOD requestst are accepted)

Hope thats possible

You want to make it team specific, but I see that it's not possible for Custom events (he says that team = -2 oO)

Won't you have a poke event? This should work

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