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Subject: scripts.dll 1.5

Posted by [jonwil](#) on Tue, 17 Feb 2004 23:36:01 GMT

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I am currently collecting ideas for version 1.5 of the scripts.dll.

No firm release date yet.

First ideas:

1. make it so that the JFW\_Preset\_Buy script wont let you buy if you dont have enough cash
2. create a new script, same as JFW\_Preset\_Buy (including the cash fix) but called JFW\_Weapon\_Buy and instead of using a location to spawn, use Give\_Weapon to give the weapon to the player.

Any other ideas?

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