
Subject: scripts.dll 2.1

Posted by [jonwil](#) on Thu, 20 Jan 2005 05:50:02 GMT

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ok, more ideas:

JFW_Clear_Weapons_Startup which will remove the weapons from whatever its atached to when the script starts up. Stick directly on infantry units or use with one of the JFW_Attach_Script_xxx_Created scripts (e.g. JFW_Attach_Script_Player_Created). Note that this removes all guns from the player, there is no way that I have yet found that will remove specific weapons from a player.

JFW_Clear_Money_Startup which will set the money of whatever its atached to to 0 on startup
JFW_Attach_Script_Player_Join which is like JFW_Attach_Script_Player_Created except that it triggers on player join and not on "object created" where the created object is a player. So the person wanting to start with no money can use JFW_Attach_Script_Player_Join with JFW_Clear_Money_Startup as the script and it should do what is wanted.
