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Subject: scripts.dll 2.1

Posted by [jonwil](#) on Fri, 21 Jan 2005 00:38:03 GMT

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The idea is that you put an object on your map with the script JFW\_Attach\_Script\_Player\_Join on it.

You pass JFW\_Clear\_Money\_Startup as the script to attach.

Then, any time a player joins, JFW\_Clear\_Money\_Startup will be attached to it which will clear out any money they have.

It will only happen when they join, not if they die or whatever.

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