Subject: On Poke - All Weapons
Posted by sycar on Thu, 25 May 2006 12:22:39 GMT
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Hi guys,

the subject really says it all. I want a script so that on a poke of an object they are given all
weapons, costing 5000. I can get it to give them one weapon costing 5000, and i tried then just
using scripts for the others, costing 0. But if they don't have they 5000 they just get all the
weapons apart from the 5000 one.

Can someone tell me what script/scripts i would need to use to do this.

Thanks buffymaniack