
Subject: !sellme lua plugin command

Posted by [halo2pac](#) on Wed, 22 Aug 2007 23:46:48 GMT

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i am making a !sellme command but it wont work

```
if Message == "!sellme" then
  Give_Money(pID, Get_Character_Price(Get_Preset_Name(pID))
  Apply_Damage(Get_GameObj(pID), 99999, "BlamoKiller")
end
```

can some 1 help me ?

** halo turns on his 'dcom' word sensor*

**** halo now cannot see any word with 'dcom' in it****8
