
Subject: Re: !sellme lua plugin command

Posted by [Genesis2001](#) on Thu, 23 Aug 2007 05:07:48 GMT

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Whitedragon wrote on Wed, 22 August 2007 22:39 Give_Money and Get_Preset_Name both take a game object, not a player ID. So try using Get_GameObj(pID) instead of pID.

^_^
