
Subject: Re: Few questions

Posted by [Hubba](#) on Sat, 07 Nov 2009 10:05:52 GMT

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reborn wrote on Sat, 07 November 2009 02:00Hubba, instead of using that credit script, make you own one. I think the give_credits in the commands class ends with a boolean meaning all players or not... So just set that boolean to true and attach it to the ref itself.

So i have to make a script with a timer which would loop and give +4 credits to the players? Which would be attached to the powerplant and then if powerplant gets destroyed it would remove that script. Is this what you meant?
