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Subject: scripts.dll stuff

Posted by [laeubi](#) on Thu, 15 Jan 2004 20:11:40 GMT

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Hows the Textboxes in MP-Practise working??? Jsut a thought it might lead to the display message thingy

A Script I need:

If the Script (attached to a Daves Arrow) recives a custom,

Check if the player has the ammount of Money (givven by the scrpt parameter)

If the Player has the amount of money, simpley takes it away and send a Custom to another object.

Would be fien if this can be Sidespecific (e.g. only GDI or NOD requestst are accepted)

Hope thats possible

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