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Subject: scripts.dll 2.1

Posted by [Blazea58](#) on Thu, 20 Jan 2005 01:20:24 GMT

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Wow these are all great updates, i must say the Gambling script will be the most needed for me, in the gta map as thats the main source of getting money. Can you explain how exactly it would work though, because from what i wanted was you go up to the slot machine and press E, then depending on a number it randomly selects you either win or loose money.

I don't know much about scripts , but i would like to hope it can work out that way.

Another thing i was pondering on is if there is a way to possibly change the set amount of credits. Like for my map i would really like it if you start with 0 dollers no matter what, even if the host picks 99999, maybe there is a script that takes all of it away?

Basically just a script that either takes away money, or forces you to start with 0

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