
Subject: Re: Weapons scripts?

Posted by [futura83](#) on Fri, 01 Sep 2006 23:10:59 GMT

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all he'd have to do is add the JFW_Powerup_Biy_Poke script with the parameters

Preset_name: POW_Railgun_Player

Cost: [integer >1]

Player type:

0=NOD

1=GDI

2=Both
