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Subject: New script add-on idea  
Posted by [Spyder](#) on Wed, 27 Dec 2006 11:44:38 GMT  
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I have been thinking about a few things that might be cool to add to the new Scripts 3.2 if it's getting released.

This is it:

When a player has picked up an autorifle for example, the player keeps the rifle when he purchases a new character.

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