
Subject: Re: Roleplay 2 final beta release!
Posted by [Ryu](#) on Tue, 01 May 2007 15:31:49 GMT
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Blazea58 wrote on Mon, 30 April 2007 13:03

Those are the purchase terminals from the starting point, characters don't start with weapons so you will have to hunt around the map and find them. Weapons are spawned in places like ammunition, aircraft carrier, military base etc.

Purchasing vehicles works by finding these small terminals and hitting E at them once. If you press E too many times you will have duplicates inside each other.

Eventually I plan to have weapon purchase terminals instead of all spawned weapons so that way you will be able to buy them at gun stores or find them if you are cheap.

Ahh, I must have had no money when I started my server.
