Subject: Re: Scripts Part 3
Posted by reborn on Sat, 16 Jun 2007 19:42:51 GMT
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joe937465 wrote on Sat, 16 June 2007 13:58hmm ok ty a lot and how about price i wondering about that hahhaaha and what i image is jsut buy any vech that comes out of wf or air and buy turret and gt which u have and any char u turn into on the spot srry lol im just looking at those codes trying to make heads or tails but i acutclly understand some!!!

when i get home later i will add them codes woot!

To make it cost something then add "Commands->Give_Money(obj,2000*-1.0f,false);", i would add it just after the turret is created.

What that line basically says is:

give this amount to the player that said "!turret" (2000 times -1). So it will actually give them -2000 credits. To change the cost just change "2000".

I really don't have time right now to explain how to do the rest. But you should be able to look at the random character crate and see how that changes a player, then adapt the same method I showed you for "!turret" to suit say "!buy_mobius".