
Subject: Re: Engineer cost

Posted by [SWNight](#) on Mon, 13 Aug 2007 09:15:53 GMT

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JFW_Powerup_Buy_Poke (like JFW_Powerup_Buy but triggers on poke)

- Preset_Name (powerup preset to buy)

- Cost (cost)

-Player_Type (which team type to trigger on, 0 = Nod, 1 = GDI, 2 = any)

And to have the green arrows above the switch add: JFW_Pokeable_Item
