
Subject: Re: Thoes !buy mod's
Posted by [AoBfrost](#) on Mon, 17 Sep 2007 17:59:15 GMT
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1. C++ coding in the scripts
2. Lua coding in a text file

Very easy to do, it just reads when it hears !buy tower (for example) it spawns a tower in front of you and takes away a certain amount of money.
