1) How to use JFW_Weapon_Buy
I used this script for a script zone. I put in Cnc_Ramjet_Rifle_Player (or something) as weapon,
500 as cost, and 2 as teamtype. I walk over it with both GDI and NOD, both times money is
subtracted but I didn't get the weapon. What did I do wrong?

2) When a script is activated (for instance the one above) is there a way to make an
announcement appear in the chat area (again, for instance "Player has bought A Ramjet Rifle"?