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Subject: Re: storing cash in some sort of bank

Posted by [sla.ro\(master\)](#) on Tue, 27 Mar 2012 07:34:50 GMT

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is called refund powerup, was on BrenBot.dll, i made my own refund powerup on Lua. You need to attach a script to that turret and when dies, to create a powerup who have another script, that another script will have the refund script. maybe you need to make a invisible controller too for timer and refund store.

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