
Subject: Level Edit

Posted by [dead6re](#) on Sun, 02 May 2004 16:34:52 GMT

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Hey, i have a map and wanted to create a Crate. I made a crate. I then wanted to make it so that:

```
if random number > 50 { Give person money }  
elseif Random number <= 50 { Take person money }
```

Is there any1 that can help me and give my a help guide about these scripts?
