
Subject: On Poke - All Weapons

Posted by [sycar](#) on Thu, 25 May 2006 12:22:39 GMT

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Hi guys,

the subject really says it all. I want a script so that on a poke of an object they are given all weapons, costing 5000. I can get it to give them one weapon costing 5000, and i tried then just using scripts for the others, costing 0. But if they don't have they 5000 they just get all the weapons apart from the 5000 one.

Can someone tell me what script/scripts i would need to use to do this.

Thanks buffymaniack

Subject: Re: On Poke - All Weapons

Posted by [WNxCABAL](#) on Thu, 25 May 2006 12:37:15 GMT

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This is a complete random guess,
but why don't you have more than the one script you're using with different properties?

so:

Script1, Weapon1, 1000

Script1, Weapon2, 1000

Script1, Weapon3, 1000

Script1, Weapon4, 1000

Script1, Weapon5, 1000

That way it will cost 5000 and you're killing 2 birds with 1 stone!

Subject: Re: On Poke - All Weapons

Posted by [Kamuix](#) on Thu, 25 May 2006 12:41:26 GMT

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You would probably need to attack abunch of JFW_Powerup_Buy_Poke or I think thats the one

Subject: Re: On Poke - All Weapons

Posted by [sycar](#) on Thu, 25 May 2006 13:58:42 GMT

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problem with that is, if they only have 2000 it will give them the first 2 items, but not the rest. and i was kind of wanting it, so that they have all for 5000 or none....

any ideas?

Subject: Re: On Poke - All Weapons
Posted by [Kamuix](#) on Thu, 25 May 2006 14:06:20 GMT
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Out of the few things I can do. I can make a script that does that.

Subject: Re: On Poke - All Weapons
Posted by [sycar](#) on Thu, 25 May 2006 14:17:58 GMT
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i wouldnt want to trouble you to do that. I was jst wondering if there is an existing script that allows a multi-purchase on poke, or something similar
