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Subject: Re: Beacon creates objects

Posted by [AoBfrost](#) on Mon, 10 Sep 2007 15:28:14 GMT

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Write the script when it hears the command "!command" (replace whatever you want after the !)  
Then make it look for the players location, and spawn a powerup/item infront of the player, you  
can also make it take money, but i forget how you do that.

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