

Reset to Inv

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The syntax to load an item in a mobiles inventory is:

```
reset 1 obj 12345 none
```

will load an item into the inv. you actually have to type the "none"
at the end. you can also do...

```
reset 2 obj 12346 none 100
```

to give the item in the inventory a level. sometimes this works..sometimes
its buggy. This reset **MUST** be placed directly **AFTER** the mobile you want
to give the item to. The mud will look up to see what the last mobile reset
was and give the item to them.