
Subject: GHT_Drop_Object_On_Death Script
Posted by [Anonymous](#) on Sat, 11 Jan 2003 23:54:00 GMT
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I'm assuming this script will cause the player to drop an item when killed, but does anyone know specifically how to use it? I'm assuming that you attach this to the infantry (for instance, the chem warrior) and you type in the value for Drop_Object the preset name for the item you want them to drop (chem sprayer.) Drop_Hight will likely tell from how many meters the object should drop, and probability may be the percentage that the item will be dropped. If anyone can verify this, please reply. Thanks. I'm thinking this script could make use in a seriously fun DM/CTF map... [January 11, 2003, 23:55: Message edited by: SomeRhino]
