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Subject: Re: Stealth Suit Drop

Posted by [Stallion](#) on Wed, 01 Nov 2006 04:49:45 GMT

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I had actually messed up by not renaming it to scripts.dll, so I'll check that out, but how do I do this:

Reborn wrote on Thu, 31 August 2006 04:34 You could however change there model to the sbh when they pick it up, and keep there original weapons...

Thanks for the help you've given already, and while I know about the stuff on attaching the script I didn't know about that script or needing to rename it. Even though it's not exactly the one I had been looking for I'll likely find a use for it in my map.

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