
Subject: Re: how do i do these

Posted by [reborn](#) on Sat, 16 Jun 2007 23:24:59 GMT

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In ssctf the "void M00_GrantPowerup_Created::Killed(GameObject *obj, GameObject *shooter) {" still exists there, so my suggestion applies to both source code versions.

The msg thing...

For SSCTF do a ConsoleCommand not a console_input. Basically where you have a sprintf msg to the server, just do a ConsoleCommand(msgname) and it will appear as a msg ingame too.
