
Subject: Re: SSGM, previously SSAOW, Version 2.0
Posted by [Whitedragon](#) on Thu, 21 Jun 2007 08:30:27 GMT
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For the chat stuff you can just stick it into the plugin's chat hook.
For the crate changes you'd need to copy and paste the entire crate script(MDB_SSGM_Crate) from SSGM into the plugin and then add your changes to it.
For the killed explosion you could make a new script in the plugin and attach it to players via an object creation hook similar to how MDB_SSGM_Player is attached.
