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Subject: Re: How do you make plugins for ssgm?  
Posted by [AoBfrost](#) on Tue, 10 Jul 2007 00:05:04 GMT  
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Another question I have (rather than making new thread)

I am wanting to make backpacks spawn rather than the gun/armor when a player dies, how do I do this, a100 helped me out, but then for some reason c++ didnt properly save the file, so all my work went to waste and i lost all my scripts for making the player drop the backpack, any help with how to do this?

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