
Subject: Re: How do you make plugins for ssgm?
Posted by [Whitedragon](#) on Tue, 10 Jul 2007 00:10:26 GMT
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Do you just want to change the weapon/armor model to the backpack or do you want to make the backpack have all of their picked up weapons in it?

The former is easy; just use Commands->Set_Model in MDB_SSGM_Player::Destroyed when it spawns the weapon or armor. I think "p_backpack" is the correct model.

The latter will be in the next version of SSGM.
