
Subject: Re: How do you make plugins for ssgm?
Posted by [AoBfrost](#) on Wed, 11 Jul 2007 04:53:34 GMT
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All i want is a example of 2 differnet characters weapon drops edited so that when you die ingame, you drop armor and gun but it spawns as a pack with both armor and gun INSIDE the backpack, the reason i need 2 characters done is so I know what to edit for the next, because whenever i edit the first character, sometimes i dont know what symbol i must add or take away to complete the script

for the example, if someone would show me

gdi minigunner with pack spawner, then the next character with pack spawner script also...

Oh i forgot to mention, since I am editing this for my clan;s main server I decided to use SSAOW instead, because after reading ssaow, it's a bit more spread out and open for me to understand, and well....I dont want to have to have our main modder recode everything into ssgm, so i decided to just edit what we have right now, and improve it.
