
Subject: Re: Help with SSAOW mult. weap. char.
Posted by [Jerad2142](#) on Sun, 18 Nov 2007 23:14:01 GMT
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If its the human character just attach more copies of "M00_Grant_Powerup_Created" to the character. If you cannot find the script you will have to put a folder called "scripts" in your level edit mod folder. In the scripts folder put the files scripts.dll and scripts2.dll. If you are trying to have AI use multiple weapons they won't unless you attach some other scripts.
