Subject: Re: Code Release - God Crate
Posted by halo2pac on Thu, 21 Feb 2008 01:34:03 GMT

yes he ripped us off.. and got it wrong... and i just started C++ 5 min ago

ExEric3
So thats all in gmcrate.cpp No we must edit gmcrate.h So now, inside the definition of "struct CrateSettings" copy and paste the following: (again next under "int CrateThief;")

int CrateThief;

shouldnt that be:

int CrateGod;

???