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Subject: Re: How to add an OBGun in SSGM  
Posted by [Reaver11](#) on Sat, 15 Mar 2008 11:25:31 GMT  
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You head over to object->powerup->soldierpowerups->Upgrade powerups

And then go to the double damage / mobius shield (those are most commonly used)

Double for the ob  
Mobius for the agt

Click the mobius shield and press mod

Goto GrantweaponID Select the agt weapon.  
Then check these boxes ->  
Grantweapon  
AlwaysAllowGrant

If you want your gun to have clips when pickup->  
Check that box and/or set the weapon rounds

Anyways there also is a pretty nice videotutorial on renhelp  
<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=110>

Good luck.

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