Subject: Re: Hello
Posted by _SSnipe_ on Wed, 16 Apr 2008 16:53:04 GMT

reborn wrote on Wed, 16 April 2008 07:54Not that I know of, but you could edit the ssgm_player script so that all the drop weapons code is also added to the ::Destroyed event, and add a little explosion at the same position as the player GameObject *.
i looked at the scripts...i think i understand some of what u said but just a little stuck