
Subject: Re: Hello

Posted by [_SSnipe_](#) on Wed, 16 Apr 2008 21:52:17 GMT

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i just remembered the scripts already ingame might have problem with the objects file the presets of the characters have a script hooked up via lvl edit to crate an explosion so is there way to make it so it ONLY has explosions i choose to only when you leave?

maybe i should leave this

```
if (!Data->Mod && Settings->DropWeapons && WasKilled) {
```
