Subject: Re: Weapon Drops/Keeping the Weapon
Posted by cAmpa on Wed, 03 Dec 2008 18:38:05 GMT

It's not in 4.0 yet, (But they could add it if they want)
you can add it where you want.

Create new files, or for example if you are using SSGM copy it in "gmscripts.cpp" / "gmscripts.h".