
Subject: Re: Weapon Drops/Keeping the Weapon
Posted by [cAmpa](#) on Sun, 14 Dec 2008 21:15:11 GMT
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My script needs the parameter from the player's ID.

Try this:

```
char script[32];  
_snprintf(script,sizeof(script),"%d",Get_Player_ID(obj));  
Commands->Attach_Script(BackpackScript,"cAMpa_Weapon_BackPack",script);
```

And don't rename the script name.
