
Subject: Re: 100 credits after dead

Posted by [theplague](#) on Mon, 17 Jul 2006 06:47:31 GMT

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- open scripts.sln
- Ctrl+Alt+L (to bring up the project files list)
- double click aow.cpp
- follow above instructions

your looking for:if (strcmp(Get_Parameter("WeaponDef"),"POW_Pistol_Player") == 0)
{

- build the project (Ctrl+Shift+B)
 - new scripts.dll should be in the same folder as scripts.sln
-