
Subject: Re: More Questions

Posted by [_SSnipe_](#) on Sat, 02 Jun 2007 04:15:28 GMT

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ok reborn i look at this

```
void M00_GrantPowerup_Created::Destroyed(GameObject *obj)
{
    if (Settings->DestroyPlayerVeh && Get_Vehicle(obj) != 0)
        Commands->Apply_Damage(Get_Vehicle(obj),99999,"BlamoKiller",false);
    if (Settings->DropWeapons && WasKilled)
    {
        WasKilled = false;
        DeathPlace = Commands->Get_Position(obj);
        int RandomNum = Commands->Get_Random_Int(1,5);
        if (strstr(Commands->Get_Preset_Name(obj),"CnC_GDI_MiniGunner_0"))
        {
            BackpackScript = Commands->Create_Object("POW_AutoRifle_Player",DeathPlace);
        }
        else if (strstr(Commands->Get_Preset_Name(obj),"CnC_Nod_Minigunner_0"))
        {
            BackpackScript = Commands->Create_Object("POW_AutoRifle_Player_Nod",DeathPlace);
        }
    }
}
```

and think i understnad a little bit
but how do i edit these source files like with what porgram?

and when im done where do i save them 2?
