Subject: all weapon create
Posted by silentevil on Thu, 14 Jul 2005 13:11:48 GMT
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Hello
how can a make a spawner create if take this have all weapons
Please Help
Mutch Thanks

Subject: Re: all weapon create
Posted by =HT=T-Bird on Thu, 14 Jul 2005 13:16:46 GMT
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To rephrase this, he wants a crate spawner that gives the person who picks it up all weapons.

Subject: Re: all weapon create
Posted by idebo on Thu, 14 Jul 2005 14:34:53 GMT
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I wish I had a crate with all weapons in it right now... heh, gotta be a big crate then...

Subject: Re: all weapon create
Posted by silentevil on Sat, 16 Jul 2005 14:09:38 GMT
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hello
i need infos please

Subject: Re: all weapon create
Posted by Cyber030 on Sun, 17 Jul 2005 18:07:23 GMT
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Scripts. If it is possible, attach all weapons to the crate in a script. Like you attach the starting weapons to a Starting soldier, attach one with all POW weapons to the crate.

Subject: Re: all weapon create
Posted by theplague on Mon, 18 Jul 2005 10:14:47 GMT
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if you know how to edit scripts.dll, it would be easyest.

just copy the code for the backpack spawn pickup. Then just make a new random for the crate, edit server2.ini and your done