
Subject: dropable weapons

Posted by [ghost](#) on Wed, 31 May 2006 04:53:21 GMT

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Well on my caow mod ive notice and many complain that the AGT & obby guns should be dropped when the charcter dies. Only i have no clue which script (if possible) to do this.

Anyone have a clue?

Unit: Mutant_3Boss_Raveshaw

Weapon: Nod_Obelisk
