
Subject: Re: scripts.dll 3.2 is in progress
Posted by [jnz](#) on Fri, 26 Jan 2007 21:05:54 GMT
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danpaul88 wrote on Fri, 26 January 2007 20:33 We were talking about adding weapons without needing to have a powerup for them, for example the ramjet rifle that sakura and havoc use does not have a powerup (only the 1 shot version does).

change the clip size after

i know this is possible, otherwise how does SSAOW do it? or does that use Grant_Powerup?
