
Subject: Re: More Questions

Posted by [reborn](#) on Sat, 02 Jun 2007 11:42:35 GMT

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Crates.cpp, look for "void KAK_Backpack_Object::Created(GameObject *obj) {"

You need need to edit the "pow's" that are granted, when you have finished hit "save", then go "build", then "build solution" (or just hit f7).
