
Subject: Re: SSGM, previously SSAOW, Version 2.0
Posted by [_SSnipe_](#) on Thu, 21 Jun 2007 08:34:25 GMT
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Whitedragon wrote on Thu, 21 June 2007 03:30 For the chat stuff you can just stick it into the plugin's chat hook.

ok i could figure that out

Quote:

For the crate changes you'd need to copy and paste the entire crate script(MDB_SSGM_Crate) from SSGM into the plugin and then add your changes to it.

huh? whole new script? or editing something in plugins?

Quote:

For the killed explosion you could make a new script in the plugin and attach it to players via an object creation hook similar to how MDB_SSGM_Player is attached.

[/quote]

ty but i didn't add the explosion
