Ancient_and_forever wrote on Fri, 22 June 2007 07:18joe937465 wrote on Fri, 22 June 2007
10:531)how do i know what things i add in plug in source or which ones i add to normal source?

2)whould u need 3.4.1 scripts to see stealth suits in these new ssaow?

3)could i run ssga BUT with older scripts?
4)which scripts makes a samsite work and defend?
5)why is weather not working on the maps?
6)how can i mae it so the spectate not show foot steps or pick up weps or crate?
7)how can u make it so u can go though walls?
8)how can a make a ceiling cam sound a alarm the whole time it sees

Oddly enough, i know the solution to only Q 8

What you do is make the camera a turret, but give it's weapon a dummy weapon that has the
sound of an alarm. That way, when somone comes close to it, it will use the weapon, which will
sound the alarm.

can u explain a little furture how i make it a turrent?
whats a dummy waepon?and where do i put the alarm thing