
Subject: Re: Setting up Health Specific to type of mines?
Posted by [Jerad2142](#) on Mon, 13 Aug 2007 22:49:54 GMT
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Make a script and attach it to the mine, this script would send a custom a distance when it was created, and when the who just dropped the mine got the custom it would reflect the custom to the mine, the mind would get the custom and detect what weapon the player was holding and change its health, and possibly model accordingly.
