Subject: Re: How to add an OBGun in SSGM
Posted by cpjok on Sat, 15 Mar 2008 10:29:33 GMT

What I Did Was Edit POW_Ammo_Regeneration And POW_Double_Damage In LE

On Reneration You Edit It Add Weapon In Settings Bit And Tick Always Grant Powerup

Same With Double Damage Just OB Gun Instead Of AGT Gun

Then Cross Off LE Go Imto Mod Package The Preset Copy Objects.ddb And Paste Into Server
Data Folder Rename As Objects.gm then its done just need to make lua could or addit to a
spawner