Subject: Re: Weapon Drops/Keeping the Weapon
Posted by Omar007 on Thu, 04 Dec 2008 15:18:58 GMT

That's true but i had seen my way as easier

Except this:
Jerad Gray wrote on Thu, 04 December 2008 15:46If you didn't want any bombs all you have to do is:
char input[256];
_snprintf(input,sizeof(input), "ppage %d [RC] You picked up a bomb-backpack, haha its blowed.", Get_Player_ID(sender));
Console_Input(input);

This is only the correct code for displaying the message.
This was not working:

page(sender,"[RC] You picked up a bomb-backpack, haha its blowed.", false);

That other code does.