
Subject: Re: [preview] rotating weaponlist
Posted by [ErroR](#) on Wed, 23 Dec 2009 09:48:20 GMT
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reborn wrote on Wed, 23 December 2009 08:10void Grant_Powerup(GameObject *obj,const char *Preset_Name); //grants a powerup

You'll need to modify a server, but using that function will allow you to grant a player weapons. wouldn't a pkg mod be easier? that is if you answered this question
tunamanDo you know of how I could test to see if there are any problems with a bunch of weapons?
