
Subject: Re: Changes made since RC3, also collecting bugs here

Posted by [danpaul88](#) on Mon, 17 Feb 2014 09:27:40 GMT

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Ethenal wrote on Mon, 17 February 2014 00:48@danpaul: I'm using stock 4.1 RC3 SSGM for my server, so it's a flaw in the stock weapon drop script. It used to work fine before but it's probably broken because of the reason you mentioned.

Revision: 6435

Author: danpaul88

Date: 17 February 2014 09:27:09

Message:

Moved SSGM weapon drop code from SSGM_Soldier::Destroyed to SSGM_Solder::Killed otherwise soldiers will drop weapons when a player swaps units at a purchase terminal

Modified : /trunk/scripts/scripts/gmsoldier.cpp
