
The lost shards add-on for High-Caliber has been patched! Please update your addons and entities to use the new mirror system. Please report any new bugs on the [issue tracker]. This patch makes it so that when a player does pick up a shard, all of the other shards in a certain radius will be sent to their inventory. The nearest shard will be moved by one slot, however, so you must move all of your shards into one inventory space before copying them. Features: -Addon and API for adding custom shard drops to any/all entities in your map -Shards will now send to inventory when picked up, and the nearest five shards on the ground will be copied into an inventory slot. It is recommended that you move all shards into one inventory space before copying them. If you do not, then they will end up in different equipment slots. This is on purpose.(For example: [0], [1], [2], [3], [4]....becomes..., [0]..., [1]..., [2]..., [3]... , [4]...) -Jumping on top of a shard will now give you the an error message instead of making you pick it up again. This is to prevent players from duplicating shards for higher quality ones. -Shards can now break when they collide with an entity or player. Breaking shards will not be sent to inventory. Instead, they'll lose one of their qualities, and after losing all of their qualities, they will disappear entirely. -Shards will now show their quality when examined by a player. -Shards can now be used in throwable weapons. They will be lost when used. If they're not, then you'll have to pick them up again. -Shard entities now have a GetEntityInfo() hook so that the code can read the current quality of a shard. This is useful for shard entities that move around, such as rotating platforms and custom rotating platforms, so that they can move differently based on the shard's quality. You must use "HighCaliberShards" as the hook name. The names can be anything, just make sure that you include it in the code behind. -Moved shard entities around so we don't have to use reference lists and nested arrays. -Shards will now be returned to their home when dropped (instead of instantly disappearing like before). This means that if you drop a shard onto a platform or entity, it will remain there even after the entity or player has left. -Shards will now be added into the correct lists for redshooting and throwing. This is necessary since ammo and throwing base ammo (and arrows) no longer come from the player's inventory. They come from different lists, so they must be added to different lists by default.

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