Subject: Re: Delete (specific) beacons when you swap characters
Posted by reborn on Wed, 30 Mar 2011 05:46:28 GMT

There likely is some existing method in level edit, but I am not aware of it. You could attach a script to the newly purchased player that clears there weapons (typedef void (*_Clear_Weapons) (GameObject *Obj), and then grants them the weapons they should have (void Grant_Powerup(GameObject *obj,const char *Preset_Name).