
Subject: On Crazy CTF

Posted by [Theboom69](#) on Sat, 10 Feb 2007 07:53:35 GMT

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How do i get the tech weapon's to attach to the ammo regen thing?

Subject: Re: On Crazy CTF

Posted by [Whitedragon](#) on Sat, 10 Feb 2007 08:38:13 GMT

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Explain yourself.

Subject: Re: On Crazy CTF

Posted by [Theboom69](#) on Sat, 10 Feb 2007 22:19:58 GMT

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Ok what im trying to do is make radom gun spwan's on the map but i don't want the tech gun to spwan as that i want it to spwan looking like thos bullet's.

Subject: Re: On Crazy CTF

Posted by [Ryu](#) on Sat, 10 Feb 2007 22:37:42 GMT

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wtf?

EDIT: Oh, Mod the yellow or red bullets and attach the script "JFW_Give_Powerup_On_Pickup (Or something like that) And Give it the value of the Tech Gun, Highlight the techgun first and hit "mod", Then you'll see a value something along the lines of "1003856" Put that value in the script.

Should work, Sorry if I didn't explain well, I'm tired as hell.

Subject: Re: On Crazy CTF

Posted by [Theboom69](#) on Sun, 11 Feb 2007 00:06:20 GMT

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I did that but it wouldn't give you the gun.

Subject: Re: On Crazy CTF

Posted by [Ryu](#) on Sun, 11 Feb 2007 13:57:37 GMT

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Also tick the box when modding the bullets "AllowGrant". (Something along them lines)

Subject: Re: On Crazy CTF

Posted by [Jerad2142](#) on Sun, 11 Feb 2007 16:43:28 GMT

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When modifying the power ups check "allow grant"
