
Subject: Scripts to grant powerups or weapons
Posted by [Spyder](#) on Mon, 30 Apr 2007 09:49:27 GMT
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I am searching for multiple scripts that give the player a weapon or another powerup when they walk through something. Is there someone that can make a small list for me which contains the scripts that work best?

Subject: Re: Scripts to grant powerups or weapons
Posted by [Genesis2001](#) on Mon, 30 Apr 2007 14:53:20 GMT
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Umm...Write your own? Use the crates.cpp for help with this. (As a guide)

Also, I think granting powerups is in the "Commands->" group (C++)

-MathK1LL

EDIT: Check out this post. It's all explained in that post. We've already answered this...

Subject: Re: Scripts to grant powerups or weapons
Posted by [Spyder](#) on Tue, 01 May 2007 10:15:11 GMT
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Whit those scripts I mean the script in level edit. Like KAK_Give_Powerup_On_Pickup. So what I mean is the scripts I can attach to a character, vehicle, weapon or anything. I am NOT talking about any C++ stuff, but just things like: JFW_Grant_Powerup and other stuff that give the player a certain weapon or powerup when they pick something up.

Subject: Re: Scripts to grant powerups or weapons
Posted by [BlueThen](#) on Tue, 01 May 2007 19:29:21 GMT
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Why need multiple?

M00_Grant_powerup I think is one.

Subject: Re: Scripts to grant powerups or weapons
Posted by [Jerad2142](#) on Thu, 03 May 2007 16:15:40 GMT
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"KAK_Give_Powerup_On_Pickup" will work.

Or if you wanted to get more complicated attach "JFW_Attach_Script_Collector" to the power up, give it "JFW_Timer_Custom" in the script field, in the params spot of the script put "(timer time)#(random number)#0#100334#877856#1", and a delim of #.

Then make an invisible object on the level, with an ID of 100334 or whatever, and add the script JFW_Reflect_Custom. Now back on the powerup use "JFW_Attach_Script_Collector" to attach a script to the object that picks it up, this script should be triggered by the custom 877856. Or if you want to give it a power up, attach the script "jfw_attach_script_custom" on the object, put "m00_grant_powerup" in the script field, name of the weapon in the param field, # in the delim field, and 877856 in the custom field.
