
Subject: Powerups

Posted by [Poskov](#) on Fri, 18 Apr 2008 23:46:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

what powerup scripts are there? Like for the Ammo Regeneretion powerup or Anti-Sound Emitter or Mobius Shield or NeuroLink

Subject: Re: Powerups

Posted by [Lone0001](#) on Fri, 18 Apr 2008 23:47:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

<http://renhelp.net/index.php?mod=Tutorials&action=view&id=39>

Subject: Re: Powerups

Posted by [Poskov](#) on Sat, 19 Apr 2008 01:48:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

Poskov wrote on Fri, 18 April 2008 19:46what powerup scripts are there? Like for the Ammo Regeneretion powerup or Anti-Sound Emitter or Mobius Shield or NeuroLink

Quote:<http://renhelp.net/index.php?mod=Tutorials&action=view&id=39>

Scripts or settings! not Renegade enteties!

Subject: Re: Powerups

Posted by [Canadacdn](#) on Sat, 19 Apr 2008 02:35:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

TDA_stealth_Armor is a script that makes you stealth when you pick up a powerup with the script attached to it.

Subject: Re: Powerups

Posted by [Poskov](#) on Sat, 19 Apr 2008 03:02:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

Are there any invulnerablilty powerup scripts or "can't be hurt by Tiberium" powerup scripts etc?

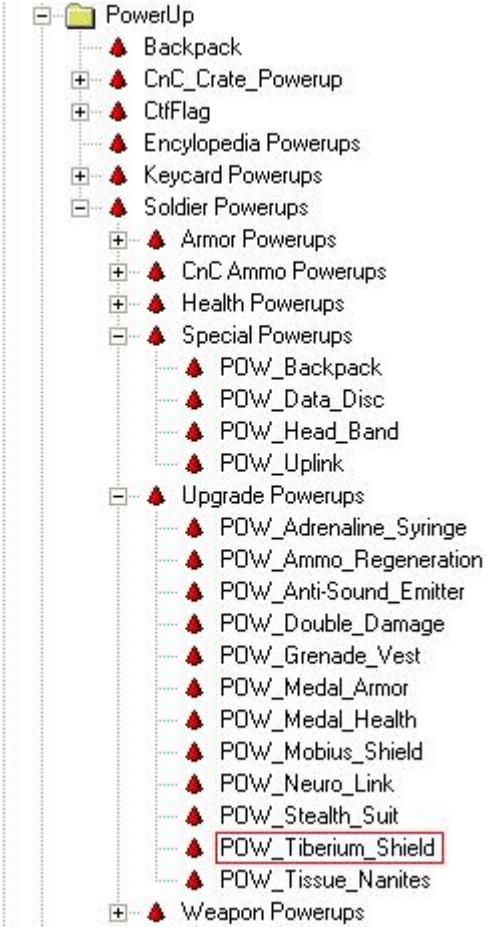
Subject: Re: Powerups

Posted by [MacKinsey](#) on Sat, 19 Apr 2008 07:26:35 GMT

I think you could try POW_Tiberium_Shield
I dont know if its working.
But its a try.
Here are some other PowerUps

File Attachments

1) [powerups.JPG](#), downloaded 429 times



Subject: Re: Powerups

Posted by [Poskov](#) on Sat, 19 Apr 2008 14:25:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

MacKinsey wrote on Sat, 19 April 2008 02:26I think you could try POW_Tiberium_Shield
I dont know if its working.
But its a try.
Here are some other PowerUps

thanks for trying to help but, these are just empty, effectiveless Renegade presets which don't

have any effect.

aren't there any scripts which enable abilities when you obtain the powerups?

Subject: Re: Powerups

Posted by [_SSnipe_](#) on Sat, 19 Apr 2008 15:48:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

all the powerups do nothing untill you attach a script to it and look in the list of powerups and see what you can do

if you want the tib shield make you not be able to get hurt in tib i think theres a script that makes it so you can change your charecters skin and you should choose tib skin? or somthing like that and that should work

Subject: Re: Powerups

Posted by [GEORGE ZIMMER](#) on Sat, 19 Apr 2008 16:44:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

Also, to get pretty much any powerup working, they need to do something other than just give you that powerup. Something like giving you max armor/health, healing armor/health, giving a weapon, etc...

Subject: Re: Powerups

Posted by [reborn](#) on Sat, 19 Apr 2008 17:11:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

Cabal8616 wrote on Sat, 19 April 2008 12:44Also, to get pretty much any powerup working, they need to do something other than just give you that powerup. Something like giving you max armor/health, healing armor/health, giving a weapon, etc...

That's not true, you can just do "Set_Powerup_Always_Allow_Grant(obj,boolean);"

Subject: Re: Powerups

Posted by [Poskov](#) on Sat, 19 Apr 2008 18:16:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

I know all this already, what I was wondering was: what powerup scripts are there?
