
Subject: Disabling power up pickup for a soldier
Posted by [Jerad2142](#) on Thu, 08 May 2014 15:39:37 GMT
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Is there a way to prevent powerups from being picked up by a soldier, I tried giving the powerups the physics class of "Human" in LevelEdit, and then I applied Soldier_Ghost_Collision_Group to the soldier via Set_Collision_Group however they were still able to pick them up.

Any ideas?

Subject: Re: Disabling power up pickup for a soldier
Posted by [danpaul88](#) on Thu, 08 May 2014 15:55:39 GMT
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You want them only to be picked up by vehicles?

I don't think powerups use collision at all, I think it's based on distance between powerup location and the center of any object eligible to pick them up, which is possibly why some vehicles struggle to collect powerups.

If this is correct I think the only way you could do it is to use a script on the powerup that re-spawns itself if collected by a soldier...

Subject: Re: Disabling power up pickup for a soldier
Posted by [Jerad2142](#) on Thu, 08 May 2014 19:05:24 GMT
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No I don't want some soldiers (IE spectators) to pick up power ups.

And yeah I've done that before in ECW but I was hoping that 4.X had made a cleaner way to do it. Especially since this still allows the spectator to troll players by picking up the power up and standing over it thus preventing it from re-spawning.

Subject: Re: Disabling power up pickup for a soldier
Posted by [Whitedragon](#) on Thu, 08 May 2014 21:26:42 GMT
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Team spectators to -4.

Subject: Re: Disabling power up pickup for a soldier
Posted by [Jerad2142](#) on Fri, 09 May 2014 13:44:28 GMT
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Whitedragon wrote on Thu, 08 May 2014 15:26 Team spectators to -4.
Cool I'll give that a try, I've only tested down to -3 in the past.

Subject: Re: Disabling power up pickup for a soldier
Posted by [danpaul88](#) on Fri, 09 May 2014 14:52:50 GMT
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Let me know if that does work, it'd be a useful tip to add to the documentation if so

Subject: Re: Disabling power up pickup for a soldier
Posted by [jonwil](#) on Fri, 09 May 2014 22:38:21 GMT
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Have a look at SoldierGameObj::Wants_Powerups in SoldierGameObj.h

Subject: Re: Disabling power up pickup for a soldier
Posted by [Xpert](#) on Sat, 10 May 2014 03:53:31 GMT
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danpaul88 wrote on Fri, 09 May 2014 10:52 Let me know if that does work, it'd be a useful tip to add to the documentation if so

I think the team values go as far as -7. I could be wrong. The last time I messed with this was back in 2005 for a DM server.

Subject: Re: Disabling power up pickup for a soldier
Posted by [danpaul88](#) on Sat, 10 May 2014 10:19:39 GMT
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I was referring to that team number not getting powerups

Subject: Re: Disabling power up pickup for a soldier
Posted by [Jerad2142](#) on Sat, 10 May 2014 19:08:41 GMT
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Whitedragon wrote on Thu, 08 May 2014 15:26 Team spectators to -4.
That indeed works, now doing testing on all numbers below -3 to see what they all do.

Subject: Re: Disabling power up pickup for a soldier
Posted by [Jerad2142](#) on Sat, 10 May 2014 20:21:52 GMT
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- 1 Team: GDI
 - Radar Blip Color: Yellow
 - Enemies: Nod, Renegade, Mutant

 - 0 Team: Nod
 - Radar Blip Color: Red
 - Enemies: GDI, Renegade, Mutant

 - 1 Team: Renegade
 - Radar Blip Color: Blue
 - Enemies: Nod, GDI, Renegade, Mutant, Civilian
 - Notes: No allies

 - 2 Team: Civilian
 - Radar Blip Color: White
 - Enemies: None
 - Notes: AI Ignores

 - 3 Team: Mutant
 - Radar Blip Color: Green
 - Enemies: GDI, Nod, Civilian, Renegade

 - 4 Team: Spectator
 - Radar Blip Color: White
 - Enemies: None
 - Notes: Can't pickup power ups, Neutral with all

 - All Others:
 - Team: Unknown
 - Radar Blip Color: White
 - Enemies: Nod, GDI, Renegade, Mutant, Civilian
 - Notes: Neutral with own team
-

Subject: Re: Disabling power up pickup for a soldier
Posted by [Gen_Blacky](#) on Sun, 11 May 2014 19:01:54 GMT
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In dragonade I use the events wd added.

```
bool blah::PowerUp_Grant_Request_Event(cPlayer *Player,const PowerUpGameObjDef
*PowerUp,PowerUpGameObj *PowerUpObj)
{
if ( PData[Player->Get_ID()]->Spectating == true )
```

```
{  
  return false;  
}  
return true;  
}
```

Setting team to -4 is the easiest way but that's if you want the team to change.
