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Subject: Re: scripts.dll 3.0

Posted by [jnz](#) on Sun, 20 Aug 2006 19:30:20 GMT

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jonwil wrote on Sun, 20 August 2006 16:59I am going to look at a location that has been identified to see if it is suitable as a place to hook for the leave hook that so many people want (exactly WHY so many people want it I dont know

so we know when poeple leave

i also think a building destroy hook would be nice.

i cannot get a few things to work, looking at all the powerups i can see in level edit i presume i can use all these with

"Grant\_Powerup" but some don't work EG:

```
Grant_Powerup(player, "POW_Stealth_Suit"); doesn't
```

whereas:

```
Grant_Powerup(tmptest, "POW_RamjetRifle_Player"); does.
```

am i doing this right?

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