
Subject: Re: HEEEEEEELLLLLPPPP!!!!!!!!!!

Posted by [Jerad2142](#) on Sat, 11 Nov 2006 23:04:51 GMT

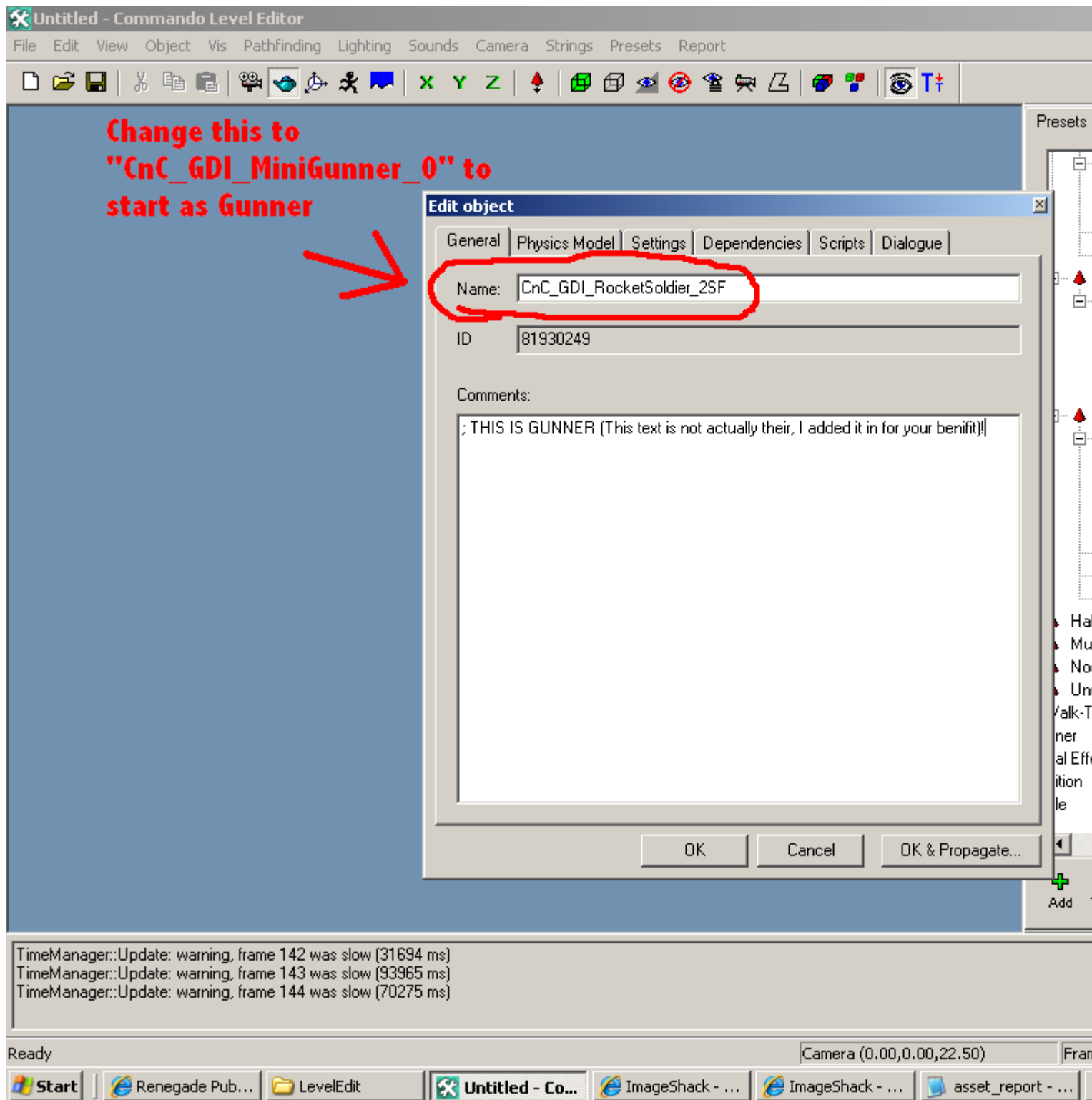
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Ok, that is a different way of doing things I think, I meant you to do the scripting through level editor, then you don't even have to mess with ssaow. EX:

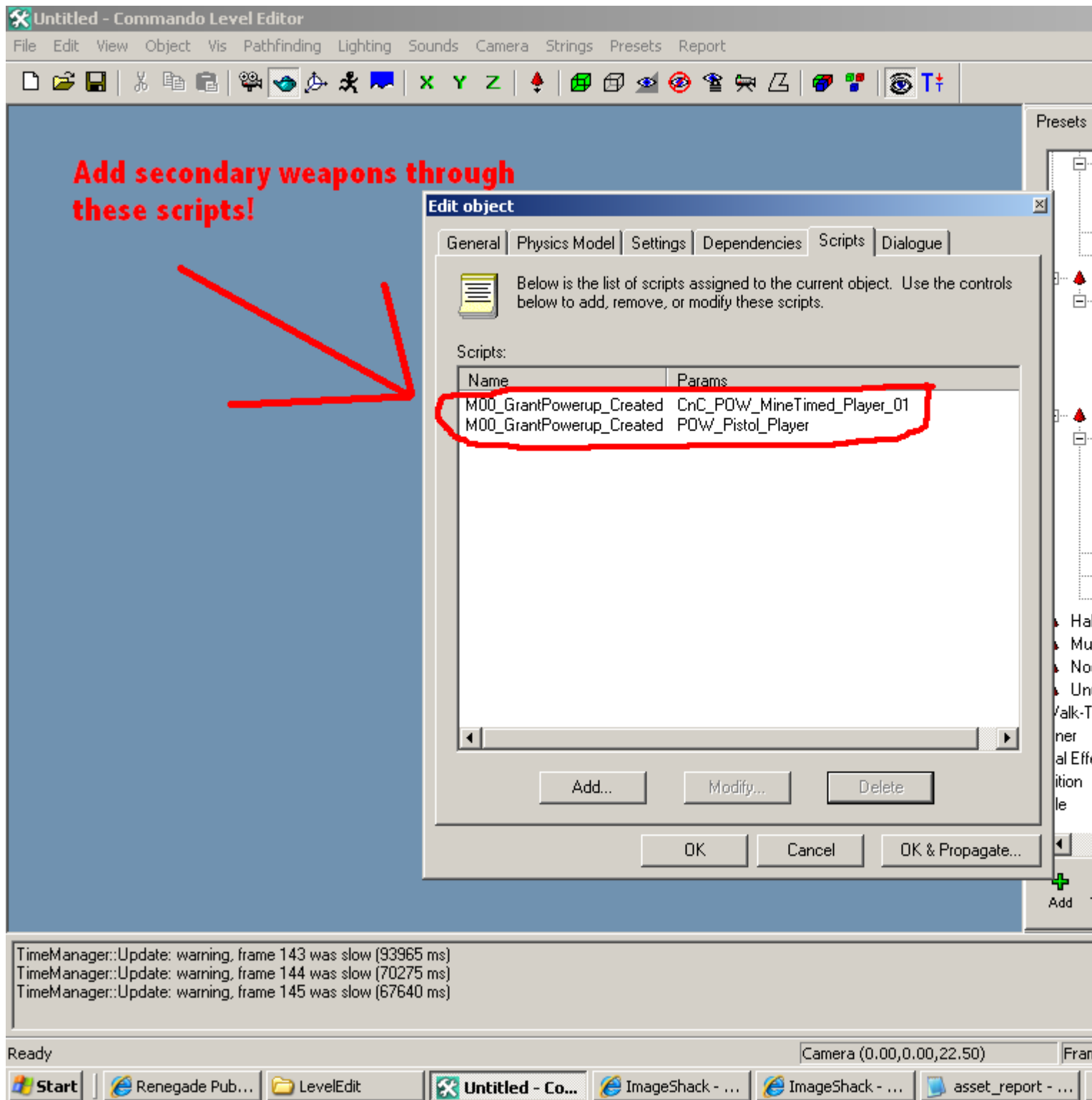
Oh and "POW" is a power up that would appear on the ground, "weapon" is what would directly be given to charter

File Attachments

1) [namechange.png](#), downloaded 369 times



2) [add secondary weapons.png](#), downloaded 374 times



3) [weapon.png](#), downloaded 357 times

