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Subject: Upgrade Powerup's How to get working properly?  
Posted by [JasonKnight](#) on Sun, 18 Feb 2007 00:34:17 GMT  
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Ok, I am trying to learn how to modify the weapon spawners, and for the most part I understand how to turn them on and get everything working. but these Upgrade Powerup's confuse the living heck out of me.

This is what I want to do with them

Got Working

POW\_Adrenaline\_Syringe = Increase Max Health

POW\_Mobius\_Shield = Increase Max Armor

Wondering how to get working.

POW\_Anti-Sound\_Emitter = Silences Footsteps

POW\_Double Damage = Double Damage of Current Weapon

POW\_Gernade\_Vest = Die and you explode taking poeple out around you

POW\_Neuro\_Link = Shows Both teams on Radar

POW\_Stealth\_Suit = Name says it all

POW\_Tiberium\_Shield = Immune to Tiberium

POW\_Tissue\_Nanites = Tiberium Heals You

these are what I want to figure out how to get working. I know very little about the scripts, but I am trying to learn them. I have a list of every script (the readme's from the scripts) and can search through them, but I dont know or understand how to implement them in leveledit.

any help would be nice thanks.