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Subject: Re: spawn an ion beacon

Posted by [Jerad2142](#) on Thu, 15 Mar 2007 16:44:35 GMT

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There are two ways of doing it the first one is simpler but the second method allows for more options.

First you create a script zone and attach the script "JFW\_Attach\_Script" to the zone, then give it the following settings to it:

Trigger: "1"

Player\_Type: team that should get the powerup (1=GDI, 0=Nod)

Script\_Name: "M00\_GrantPowerup\_Created"

Script\_Params: give this the name of the POWER UP not weapon but POW that you would like the object to get on zone entry.

Delim: "#"

Destroy: "0"

Custom: "0"

Or if you want each infantry to get its own different weapon form the zone this is how you would do it:

You will have to use multiple scripts, the easiest way to do it (unless you know how to script) would be to attach a script to each soldier to each soldier that could get the beacon.

The script is called "JFW\_Attach\_Script\_Custom" you should set the following settings to it:

Script: "M00\_GrantPowerup\_Created"

Script\_Params: put the name of the POWER UP that you would like to attach

Delim: "#"

Custom: "7947854"

Then attach the script "TDA\_Send\_Custom\_Zone" to the script zone.

Enter\_Message: "7947854"

Enter\_Param: "1"

For Both Exit settings put 0

For team put the team that you want to grant a power up (0=Nod 1=GDI)

If you have any questions just ask.

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