Posted by Spyder on Thu, 26 Apr 2007 18:46:48 GMT
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I asked for this multiple times, but I still don't have an answer.

I want to make a powerup that can only be picked up ONCE! When a player dies or purchases a new character he can pick it up again, but I want him to be able to pick it up once per character.

I already tried this with the laser rifle, but that was in a different way. So is there any script or any way to disallow a player to pick up the powerup multiple times with the same character?