

---

Subject: Re: Server Side Stuff

Posted by [Spyder](#) on Sun, 29 Apr 2007 09:35:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

What I actually mean is this:

I get the double damage powerup. I attach an infinite ammo laserrifle to it, to make sbh's unable to pick up the powerup. Then I add a sniper rifle, the bugged sniper rifle with infi ammo and a ramjet rifle. I want it this way that sbh's can't pick it up and that players that already have picked it up can't pick it up either because their laser rifle is full. What happens to me is that the powerup ignores the laser rifle and still allows players to pickup the sniper rifle and ramjet rifle. I want the powerup this way that it disallows players to pickup the powerup when they already have a laser rifle.

Is there a script or some other way with this kinda effect (I go tell you in the java way):

Powerup -> Player pickup -> if laserrifle full -> then disallow pickup -> if no laserrifle -> allow pickup -> if then laserrifle -> disallow pickup

If someone knows a way to disallowe players from picking up the powerup when they already ave a laser rifle, please tell me...(I don't want the player to be able to grant any of the other weapons included in the powerup)

---