Subject: Re: Scripts to grant powerups or weapons
Posted by Spyder on Tue, 01 May 2007 10:15:11 GMT
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Whit those scripts I mean the script in level edit. Like KAK_Give_Powerup_On_Pickup. So what I mean is the scripts I can attach to a character, vehicle, weapon or anything. I am NOT talking about any C++ stuff, but just things like: JFW_Grant_Powerup and other stuff that give the player a certain weapon or powerup when they pick something up.