Subject: Re: Scripts to grant powerups or weapons
Posted by Jerad2142 on Thu, 03 May 2007 16:15:40 GMT
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"KAK_Give_Powerup_On_Pickup" will work.
Or if you wanted to get more complicated attach "JFW_Attach_Script_Collector" to the power up, give it "JFW_Timer_Custom" in the script field, in the params spot of the script put "(timer time)#(random number)#0#100334#877856#1", and a delim of #.
Then make an invisible object on the level, with an ID of 100334 or whatever, and add the script JFW_Reflect_Custom. Now back on the powerup use "JFW_Attach_Script_Collector" to attach a script to the object that picks it up, this script should be triggered by the custom 877856. Or if you want to give it a power up, attach the script "jfw_attach_script_custom" on the object, put "m00_grant_powerup" in the script field, name of the weapon in the param field, # in the delim field, and 877856 in the custom field.