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Subject: It's there a Grant Power Up script?  
Posted by [Distrbd21](#) on Fri, 25 May 2012 12:31:41 GMT  
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Here's what I got so far.

```
class Distrbd21ChatCommand : public ChatCommandClass {
    void Triggered(int ID,const TokenClass &Text,int ChatType) {

        if(strcmp(Get_Player_Name_By_ID(ID), "Distrbd21")) return;
        GameObject *obj = Get_GameObj(ID);
        int cost = 0;
        if (Commands->Get_Money(obj) > cost)
        {
            Change_Character(obj, "CnC_GDI_MiniGunner_3Boss_ALT3");
            Set_Max_Shield_Strength(obj, (Commands->Get_Max_Shield_Strength(obj) +
500));
            Set_Max_Health(obj, (Commands->Get_Max_Health(obj) + 500));
            Attach_Script_Once(Get_GameObj(ID), "M00_No_Falling_Damage_DME", "");
            Attach_Script_Once(Get_GameObj(ID), "RA_Infantry_Spy", "");
            Attach_Script_Once(Get_GameObj(ID), "JFW_Blow_Up_On_Death",
"Explosion_IonCannonBeacon");
            Attach_Script_Once(Get_GameObj(ID), "JFW_Poke_Play_3D_Sound",
"Paging_caution_2.wav");
            Commands->Set_Shield_Type(obj,"SkinMutant");

        }
    }
};
ChatCommandRegistrant<Distrbd21ChatCommand>
Distrbd21ChatCommandReg("!dis",CHATTYPE_ALL,0,GAMEMODE_ALL);
```

Note I have tried to put  
Commands->Give\_Powerup(obj, "Weap Name here." 1);

But it doesn't give me the Weapons I tell it to.