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Subject: Re: PowerupGameObj::Grant() and C4GameObj::Detonate()

Posted by [iRANian](#) on Sun, 15 Jul 2012 09:11:59 GMT

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Well I'm not sure which of those functions gets called when a player picks up a PowerupGameObj, I know the original Think() function calls PowerupGameObj::Grant() though. From your earlier reply stating that Grant() sends the 'powerup picked up' custom, it should that's the function that should be called.

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