
Subject: Re: Disabling power up pickup for a soldier
Posted by [Gen_Blacky](#) on Sun, 11 May 2014 19:01:54 GMT
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In dragonade I use the events wd added.

```
bool blah::PowerUp_Grant_Request_Event(cPlayer *Player,const PowerUpGameObjDef
*PowerUp,PowerUpGameObj *PowerUpObj)
{
if ( PData[Player->Get_ID()]->Spectating == true )
{
return false;
}
return true;
}
```

Setting team to -4 is the easiest way but that's if you want the team to change.
