Subject: Re: TT Level Edit bug
Posted by Gen_Blacky on Thu, 05 Jun 2014 23:21:01 GMT
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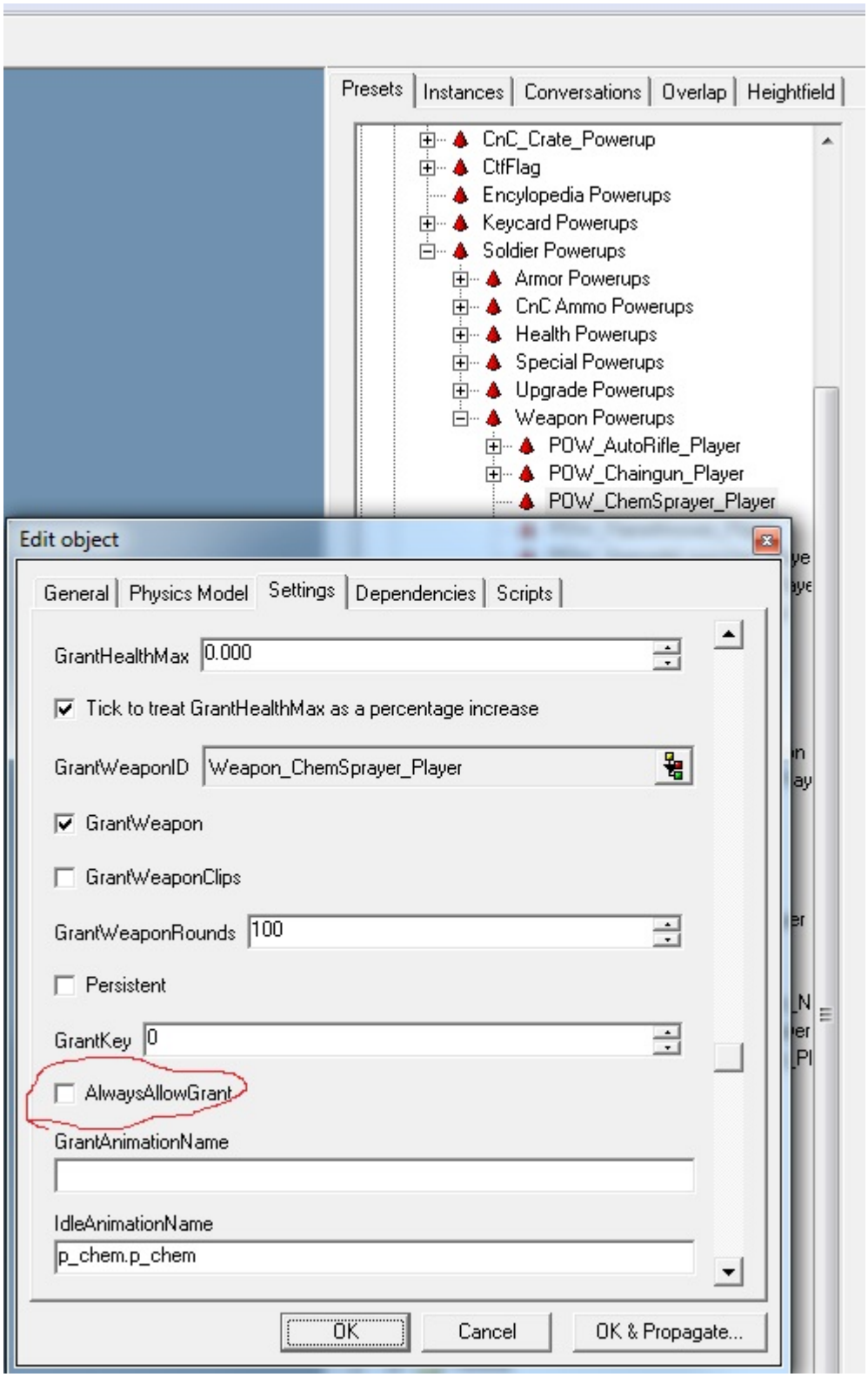
doing commands->always_allow_grant to the drop object would fix the issue. "not sure of actual name"

scripts best way to go when dealing with power ups.

This is what a default powerup looks like.

File Attachments

1) pow.jpg, downloaded 834 times


Presets
Instances
Conversations
Overlap
Heightfield
CnC_Crate_Powerup
CtfFlag
Encylopedia Powerups
Keycard Powerups
Soldier Powerups
Armor Powerups
CnC Ammo Powerups
Health Powerups
Special Powerups
Upgrade Powerups
Weapon Powerups
POW_AutoRifle_Player
POW_Chaingun_Player
POW_ChemSprayer_Player
Edit object
General
Physics Model
Settings
Dependencies
Scripts
GrantHealthMax
0.000
Tick to treat GrantHealthMax as a percentage increase
GrantWeaponID
Weapon_ChemSprayer_Player
GrantWeapon
GrantWeaponClips
GrantWeaponRounds
100
Persistent
GrantKey
0
AlwaysAllowGrant
GrantAnimationName
IdleAnimationName
p_chem.p_chem
OK
Cancel
OK & Propagate...