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 356 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...