Subject: The "special" power ups in renegade.
Posted by Naamloos on Mon, 10 May 2004 14:24:39 GMT
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There are a few "special" power ups that i have seen in LE, a stealth suit, adrenaline, ect.

But when i wan`t to grab them up they just stay there.

Could this be fixed? If so, could they also be placed in the official maps?

Subject: The "special" power ups in renegade.
Posted by sfr3f on Mon, 10 May 2004 17:11:39 GMT
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LE?

Have seen the stealth suit and adrenaline models, those'd make a cool adition.

Anybody know the name of the w3d unocupied powersuit? I'd like to play around with that...

Subject: The "special" power ups in renegade.
Posted by Renx on Mon, 10 May 2004 20:24:57 GMT
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I think the stealth suit only works for the host. But maybe that could be fixed through server-side scripts like the ob charge up...

Subject: The "special" power ups in renegade.
Posted by Hydra on Mon, 10 May 2004 22:03:53 GMT
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KaiserPandaLE?
LE=Level Edit

Subject: The "special" power ups in renegade.
Posted by jonwil on Tue, 11 May 2004 10:36:37 GMT
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unfortunatly, a scripts fix for stealth anything isnt going to work

Subject: The "special" power ups in renegade.
Posted by Naamloos on Tue, 11 May 2004 14:05:24 GMT

To bad

They look so cool