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Subject: More than 1 weapon from powerup???

Posted by [theplague](#) on Sat, 05 Nov 2005 09:35:40 GMT

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i'm trying to make a backpack give more than 1 weapon (ie: someone picks up a backpack, it gives them 1 c4, 1 remote and 1 repair gun :S how can i do it?)

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Subject: Re: More than 1 weapon from powerup???

Posted by [Dan](#) on Sat, 05 Nov 2005 18:30:22 GMT

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You could create/use a script to give weapons or whatever when you pick up a powerup.

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Subject: Re: More than 1 weapon from powerup???

Posted by [Renx](#) on Sat, 05 Nov 2005 18:39:45 GMT

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object.ddb

Select the backpack, and under the last tab you can tell it what powerups to give.

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Subject: Re: More than 1 weapon from powerup???

Posted by [Titan1x77](#) on Sat, 05 Nov 2005 20:36:53 GMT

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Attach M00\_Grant\_Powerup to the backpack

Under the script parameters type in each preset you want to give.

This is how each soldier starts off with a pistol and timed C4.

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Subject: Re: More than 1 weapon from powerup???

Posted by [theplague](#) on Sat, 05 Nov 2005 22:19:58 GMT

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M00\_Grant\_Powerup - i always though this would try to grant the backpack the powerup :S i'll try it, thanks

edit: i think you mean 'M00\_Grant\_Powerup\_Created' this grants a powerup to the object that it is attached to a powerup when it is created. this would not work because it needs to grant the player collecting the powerup, not the backpack itself...

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Subject: Re: More than 1 weapon from powerup???  
Posted by [Whitedragon](#) on Sat, 05 Nov 2005 22:29:58 GMT  
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Write a custom script that uses Commands->Grant\_Powerup

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Subject: Re: More than 1 weapon from powerup???  
Posted by [theplague](#) on Sun, 06 Nov 2005 02:36:00 GMT  
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ye, doing that now

edit:oh, ye, whitedragon, a bit off topic here but is the new ssaow (1.4) source gonna be out soon?  
and also, will it have the dde server?

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Subject: Re: More than 1 weapon from powerup???  
Posted by [matty3k10](#) on Mon, 07 Nov 2005 04:23:15 GMT  
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KAK\_Give\_Powerup\_On\_Pickup always works for me if you do this by objects.ddb

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Subject: Re: More than 1 weapon from powerup???  
Posted by [theplague](#) on Mon, 07 Nov 2005 04:34:19 GMT  
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:S thanks matt -\_- i already coded it into scripts.dll lol :S

also, if i want to attach a object to someone and i want it to show over their heads (like emotions)  
what bone is it?

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Subject: Re: More than 1 weapon from powerup???  
Posted by [matty3k10](#) on Mon, 07 Nov 2005 20:38:36 GMT  
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Not sure how to do that... never tried it before.

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