
Subject: ...Help...

Posted by [BlueThen](#) on Sat, 16 Sep 2006 21:36:44 GMT

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How do you add more than two weapons (Primary and Secondary) to a character (For singleplayer)? I tried the M00_Grant_PowerupCreated, but didn't work. Any help here?

Subject: Re: ...Help...

Posted by [jnz](#) on Sat, 16 Sep 2006 21:50:07 GMT

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you have to edit the weapon itself in level edit

Subject: Re: ...Help...

Posted by [BlueThen](#) on Sat, 16 Sep 2006 22:43:18 GMT

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What do you mean weapon?

Subject: Re: ...Help...

Posted by [Kamuix](#) on Sat, 16 Sep 2006 23:16:26 GMT

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The script your using should work, M00_Grant_PowerupCreated. But try attaching it to the actual preset rather than the character.

Subject: Re: ...Help...

Posted by [Gen_Blacky](#) on Sun, 17 Sep 2006 00:33:32 GMT

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Do add Secondary fire u have to edit the ammo to a gun

and to make M00_Grant_PowerupCreated work

u have to use pow

Subject: Re: ...Help...

Posted by [BlueThen](#) on Sun, 17 Sep 2006 03:07:11 GMT

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...What is pow?

Subject: Re: ...Help...

Posted by [Spetz5](#) on Sun, 17 Sep 2006 03:40:18 GMT

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It's just some word that WW put in front of powerups in ren.

When you applied the M00_grantpowerup_Created script, did you set which weapon to grant?

You need to do so by putting the name of the powerup in the parameters box below.

Subject: Re: ...Help...

Posted by [BlueThen](#) on Sun, 17 Sep 2006 16:53:01 GMT

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Yeah. I did.
