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Subject: spawn an ion beacon  
Posted by [jurgenf](#) on Mon, 12 Mar 2007 20:45:30 GMT  
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i thought it was simple but i can't find a good way to do it:  
spawn an ion cannon beacon that can only be picked up by GDI.

this must be done serverside.

Jurgen

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Subject: Re: spawn an ion beacon  
Posted by [bisen11](#) on Tue, 13 Mar 2007 15:42:18 GMT  
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You could probably make a script zone that grants powerups only to gdi players.

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Subject: Re: spawn an ion beacon  
Posted by [jurgenf](#) on Thu, 15 Mar 2007 15:10:45 GMT  
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what is the best script to do that?

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Subject: Re: spawn an ion beacon  
Posted by [Jerad2142](#) on Thu, 15 Mar 2007 16:44:35 GMT  
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There are two ways of doing it the first one is simpler but the second method allows for more options.

First you create a script zone and attach the script "JFW\_Attatch\_Script" to the zone, then give it the following settings to it:

Trigger: "1"

Player\_Type: team that should get the powerup (1=GDI, 0=Nod)

Script\_Name: "M00\_GrantPowerup\_Created"

Script\_Params: give this the name of the POWER UP not weapon but POW that you would like the object to get on zone entry.

Delim: "#"

Destroy: "0"

Custom: "0"

Or if you want each infantry to get its own different weapon form the zone this is how you would do it:

You will have to use multiple scripts, the easiest way to do it (unless you know how to script)

would be to attach a script to each soldier to each soldier that could get the beacon.  
The script is called "JFW\_Attach\_Script\_Custom" you should set the following settings to it:  
Script: "M00\_GrantPowerup\_Created"  
Script\_Params: put the name of the POWER UP that you would like to attach  
Delim: "#"  
Custom: "7947854"

Then attach the script "TDA\_Send\_Custom\_Zone" to the script zone.  
Enter\_Message: "7947854"  
Enter\_Param: "1"  
For Both Exit settings put 0  
For team put the team that you want to grant a power up (0=Nod 1=GDI)  
If you have any questions just ask.

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