
Subject: Powerups

Posted by [_SSnipe_](#) on Fri, 08 Jun 2007 07:38:29 GMT

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how can i edit that what power up or backpacks give u what weapons and who can pick them up?

Subject: Re: Powerups

Posted by [Jerad2142](#) on Mon, 11 Jun 2007 05:40:49 GMT

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You will have to check always allow grant power up for starters, then turn it into a spawner.

Subject: Re: Powerups

Posted by [Ryu](#) on Mon, 11 Jun 2007 05:42:09 GMT

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Jerad Gray wrote on Mon, 11 June 2007 00:40You will have to check always allow grant power up for starters, then turn it into a spawner.

Never seems to work for me, And yes, I use 2.9.2 and higher scripts.

Subject: Re: Powerups

Posted by [_SSnipe_](#) on Mon, 11 Jun 2007 07:53:20 GMT

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well the double damage powerup on one serv got turned into a sniper pack and i wanna know how to edit what it has and who can pick it up

Subject: Re: Powerups

Posted by [_SSnipe_](#) on Mon, 11 Jun 2007 09:21:31 GMT

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ok i edited islands map and added some temps and when i joined i got blue screen then kicked to desktop and server said i lost connection so i deleted my temps redid it i got in but then same thing happen to other players heres and ss
<http://i182.photobucket.com/albums/x144/joe937465/wtf.jpg>

if someone can ill send the lvl files i worked on and maybe someone can find out what im doing?

Subject: Re: Powerups

Posted by [Jerad2142](#) on Tue, 12 Jun 2007 03:59:21 GMT

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You set it up like that?

File Attachments

1) [spawners.png](#), downloaded 386 times

Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report



Presets

Edit object

General Settings Dependencies Scripts

SpawnMax 1

SpawnDelay 0.000

SpawnDelayVariation 0.000

IsPrimary

IsSoldierStartup

GotoSpawnerPos

GotoSpawnerPosPriority 30.000

TeleportFirstSpawn

StartsDisabled

KillHibernatingSpawn

ApplySpawnMaterialEffect

IsMultiplayWeaponSpawner

OK

Cancel

OK & Propagate...

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\JGONOSSinglePlayer\characters\havoc\FullMoon.tga
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\JGONOSSinglePlayer\characters\FullMoon.tga
TimeManager::Update: warning, frame 11 was slow (11171 ms)

Ready

Camera (0.00,0.00,80.00)



Subject: Re: Powerups

Posted by [_SSnipe_](#) on Tue, 12 Jun 2007 04:37:20 GMT

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ok what i did is add some buildings to gdi by click on temp and change the temp settings to gdi so both sides could be even and added basic turrets ceiling guns and guard towers nothing big only 2 temp buildings for gdi after that it crashes so i edit it without temps and made new objects file but same results

Subject: Re: Powerups

Posted by [Jerad2142](#) on Tue, 12 Jun 2007 07:46:51 GMT

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Try starting over, but don't use temps.

Subject: Re: Powerups

Posted by [_SSnipe_](#) on Tue, 12 Jun 2007 08:30:14 GMT

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i think i found a problem everytime i join i get o sfps 4548548 ping and 0 fps then i get kicked to desktop while eveyrone else can join ;/

Subject: Re: Powerups

Posted by [_SSnipe_](#) on Tue, 12 Jun 2007 09:16:10 GMT

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Jerad Gray wrote on Tue, 12 June 2007 02:46Try starting over, but don't use temps.

then what do i use?

Subject: Re: Powerups

Posted by [Spyder](#) on Wed, 13 Jun 2007 06:50:16 GMT

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Ur doing it all wrong!

Just do this:

Open the backpack preset. Then go into preset and set it to: AlwaysAllowGrant.

Then go into the scripts tab and add the script: KAK_Give_Powerup_On_Pickup. Add the weapon preset you like and for more weapons just add the script multiple times. Then click 'OK' and add it to the weapon crate (CnC_Crate_Weapon). Save mod or map and try it.

Subject: Re: Powerups

Posted by [_SSnipe_](#) on Wed, 13 Jun 2007 18:06:32 GMT

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and that should give the weapons i choose for it to get?

Subject: Re: Powerups

Posted by [_SSnipe_](#) on Thu, 14 Jun 2007 02:04:56 GMT

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umm i did all that but i still cant pick them up

Subject: Re: Powerups

Posted by [Spyder](#) on Thu, 14 Jun 2007 06:29:28 GMT

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Make sure AlwaysAllowGrant is checked. Else just add another weapon to the GiveWeaponOnPickup.

Subject: Re: Powerups

Posted by [_SSnipe_](#) on Thu, 14 Jun 2007 17:49:19 GMT

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i did but when it spawned it neither was spinning or able to pick up so let me try it again *sigh*

Subject: Re: Powerups

Posted by [Spyder](#) on Fri, 15 Jun 2007 08:45:25 GMT

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Want me to make you a tutorial vid?

Subject: Re: Powerups

Posted by [_SSnipe_](#) on Fri, 15 Jun 2007 08:47:59 GMT

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no its ok give me a few more days to mess around ill get it.....

but i do got this is there a script that when u pick up a powerup it turns u into another char (not crate related)

Subject: Re: Powerups

Posted by [Spyder](#) on Fri, 15 Jun 2007 08:53:43 GMT

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I'll check it out for ya. I think I've seen it somewhere and that it does exist.

Subject: Re: Powerups

Posted by [_SSnipe_](#) on Fri, 15 Jun 2007 17:04:51 GMT

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see i want a char powerup
