
Subject: PowerUp Spawner Question
Posted by [Brandon](#) on Thu, 14 Jun 2007 18:48:32 GMT
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If I made a spawner and was using a current powerup (like Ammo_Regeneration for example) could I possibly add scripts so that when you pickup the powerup spawner ingame it grants you all the weapons? If so, what script would I attach to the powerup to grant weaponry.

Subject: Re: PowerUp Spawner Question
Posted by [zunnie](#) on Thu, 14 Jun 2007 19:15:24 GMT
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KAK_Give_PowerupOn_Pickup (or GTH_Give***) note sure whats its exact name is

Subject: Re: PowerUp Spawner Question
Posted by [Brandon](#) on Thu, 14 Jun 2007 19:41:31 GMT
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Thanks zunnie!

Subject: Re: PowerUp Spawner Question
Posted by [Spyder](#) on Fri, 15 Jun 2007 09:01:47 GMT
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Correction: NEVER use a GTH script on a weapon spawner. It makes the game crash when you pick it up.

Subject: Re: PowerUp Spawner Question
Posted by [Brandon](#) on Fri, 15 Jun 2007 17:54:58 GMT
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Thanks for the tip, but I try to stick to using JFW scripts.

Subject: Re: PowerUp Spawner Question
Posted by [Spyder](#) on Sat, 16 Jun 2007 18:38:23 GMT
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JFW doesn't have a grant script.

Subject: Re: PowerUp Spawner Question
Posted by [Brandon](#) on Sun, 17 Jun 2007 00:20:45 GMT
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Sorry, I meant KAK, I was kinda out of it

Hey, when you spawn a turret via a beacon how do you make it to where you don't get stuck without killing yourself of course?

Subject: Re: PowerUp Spawner Question
Posted by [reborn](#) on Sun, 17 Jun 2007 00:22:45 GMT
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jfw_disable_physical_collision

Subject: Re: PowerUp Spawner Question
Posted by [Brandon](#) on Sun, 17 Jun 2007 00:25:02 GMT
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Thanks Reborn, that concludes this topic.

I now have a god powerup and a turret beacon and guard tower beacon. >:)
