
Subject: Scripts Info

Posted by [_SSnipe_](#) on Fri, 29 Jun 2007 09:43:29 GMT

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What Do These Scripts DO?

JFW_No_Innate

JFW_Scope

M00_Soldier_Powerup_Disable

Subject: Re: Scripts Info

Posted by [nopol10](#) on Fri, 29 Jun 2007 09:52:23 GMT

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JFW_Scope is for custom scope textures.

Subject: Re: Scripts Info

Posted by [Jerad2142](#) on Fri, 29 Jun 2007 20:42:08 GMT

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M00_No_Innate disables AI

M00_Soldier_Powerup_Disable logically this would disable the default starting weapon or something, but I still have yet to witness it do anything.

Subject: Re: Scripts Info

Posted by [zunnie](#) on Sat, 30 Jun 2007 03:33:03 GMT

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M00_Soldier_Powerup_Disable stops the bot from dropping a powerup when it is killed.

Subject: Re: Scripts Info

Posted by [_SSnipe_](#) on Sat, 30 Jun 2007 04:58:45 GMT

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ty guys thats all i needed

is there any script that can prevent someone from picking up a wep or crate?

Subject: Re: Scripts Info

Posted by [Whitedragon](#) on Sat, 30 Jun 2007 05:01:06 GMT

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No.

Subject: Re: Scripts Info

Posted by [Sn1per74*](#) on Sat, 30 Jun 2007 05:02:29 GMT

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Whitedragon wrote on Sat, 30 June 2007 00:01No.

Short and to the point.

Subject: Re: Scripts Info

Posted by [_SSnipe_](#) on Sat, 30 Jun 2007 07:12:59 GMT

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also i tried to make a agt gun to a power up using KAK_Give_Powerup_on_Pickup and did not work i guess because its not a powerup so which script can i put a weapon 2 like Weapon_AGT_Missile?

Subject: Re: Scripts Info

Posted by [Genesis2001](#) on Sat, 30 Jun 2007 16:35:36 GMT

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<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=110>

Obelisk/AGT Gun Tutorial

Subject: Re: Scripts Info

Posted by [_SSnipe_](#) on Mon, 02 Jul 2007 18:27:22 GMT

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o ty i missed that one.....
