
Subject: upgrade power ups

Posted by [General Havoc](#) on Sat, 01 Mar 2003 18:09:57 GMT

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I got them working on a map now. For this i take it you have the custom scripts.dll installed and also in your mod folder.

1) Bring up your map in leveedit.

2) On the preset tree go to OBJECT > SPAWNER > POWERUP SPAWNERS > INFANTRY TYPE POWERUPS > ARMOUR SPAWNERS >

3) At the root of Armour Spawners click "Add Temp"

4) Name your preset something like stealth armour and click the settings tab.

5) Click the Pick Presets button then choose anything you wish really. I used POWERUP > SOLDIER POWERUPS > ARMOUR POWERUPS > POW_ARMOUR_025

6) Go to the scripts tab and add "TDA_Stealth_Armour" set the parameter at any value you wish (time).

7) Make your object on your map and export your map

VIII) if you used armour then harm yourself and pick up the armour.

This works on armour for cerain although i see no reason why the script won't work on other things like weapons and things. I said to add temp because that way it adds support for Mix files. Making temps instead of normal ones is no different in terms of PKG format.
