
Subject: help with ssaow weapon spawners.
Posted by [Spyder](#) on Sun, 23 Jul 2006 11:51:27 GMT
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Hey guyz!

I'm hosting my own fds server and i am busy making some special weapon spawners.

like this:

backpack = all weapons

2x damage = sniper rifle, ramjet rifle, +200 health, sniper rifle nod (999 ammo, red bullet)

grenade vest = hotwire stuff

etc.

I have heard that i can make them by adding the script:

```
kak_give_powerup_on_pickup
```

and then the weapon value/preset.

But when i do it and i test it, i doesn't pickup the powerup and the weapon.

How can i make these spawners work?
