Subject: Re: scripts.dll 3.0
Posted by xptek on Sun, 20 Aug 2006 23:30:58 GMT
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help-linux wrote on Sun, 20 August 2006 15:30jonwil wrote on Sun, 20 August 2006 16:59I am going to look at a location that has been identified to see if it is suitable as a place to hook for the leave hook that so many people want (exactly WHY so many people want it I dont know

so we know when poeple leave

i also think a building destroy hook would be nice.

i cannot get a few things to work, looking at all the powerups i can see in level edit i presume i can use all these with
"Grant_Powerup" but some don't work EG:

Grant_Powerup(player, "POW_Stealth_Suit"); doesn't

whereas:

Grant_Powerup(tmptest, "POW_RamjetRifle_Player"); does.

am i doing this right?

That's not a problem with Grant_Powerup. POW_Stealth_Suit just doesn't work itself. Nothing jonwil can fix.