Subject: Upgrade Powerups? how to get working properly?
Posted by JasonKnight on Sun, 18 Feb 2007 00:35:16 GMT

Ok, I am trying to learn how to modify the weapon spawners, and for the most part I understand how to turn them on and get everything working. but these Upgrade Powerup's confuse the living heck out of me.

This is what I want to do with them

Got Working
POW_Adrenaline_Syringe = Increase Max Health
POW_Mobius_Shield = Increase Max Armor

Wondering how to get working.
POW_Anti-Sound_Emitter = Silences Footsteps
POW_Double Damage = Double Damage of Current Weapon
POW_Gernade_Vest = Die and you explode taking poeple out around you
POW_Neuro_Link = Shows Both teams on Radar
POW_Stealth_Suit = Name says it all
POW_Tiberium_Shield = Immune to Tiberium
POW_Tissue_Nanites = Tiberium Heals You

these are what I want to figure out how to get working. I know very little about the scripts, but I am trying to learn them. I have a list of every script (the readme's from the scripts) and can search through them, but I dont know or understand how to implement them in leveledit.

any help would be nice thanks.