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Subject: Re: Server Side Stuff

Posted by [a100](#) on Fri, 27 Apr 2007 01:34:42 GMT

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If you're making it through scripts you could have a array of boolean for the players and if the player picks up a powerup then the pickedup[playerid] = true and if he tries to pickup another powerup then it checks if pickedup[playerid] == false and if its not then it doesnt give the powerup

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