
Subject: PowerUp Spawner Question

Posted by [Brandon](#) on Thu, 14 Jun 2007 18:48:32 GMT

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If I made a spawner and was using a current powerup (like Ammo_Regeneration for example) could I possibly add scripts so that when you pickup the powerup spawner ingame it grants you all the weapons? If so, what script would I attach to the powerup to grant weaponry.
