
Subject: Re: Scripts Part 3

Posted by [reborn](#) on Sun, 17 Jun 2007 00:34:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yeah you did mention it before, I think I replied something like:

Create a script like "void joe_disable_pickup::created(GameObject *obj)" which would have to stop players from picking up new weapons, or perhaps clear there weapon when they do pick a new one up and just re grant the olb one or something. Then attach that script to the player when they pick up the first pow.
