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Subject: Re: Scripts Part 3

Posted by [reborn](#) on Sun, 17 Jun 2007 11:20:42 GMT

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Just so we're clear, I am not making this for you.

I am unsure if it is possible to do what you want to do with the power ups, I am unsure whether it is possible or not to just have a dude walk through it and nothing happen at all. It would be possible however to respawn it immediately if there was a boolean set or something on the plater to disallow grants after he has picked up the laser rifle. That would be the direction I took...

The mutant thing, I am surprised you haven't been able to work it out for yourself. I mean you have the code right in front of you, you really shoul of been able to figure it out.

```
{ "Mutant", "CnC_GDI_Mutant_0_Mutant" }
```

Anyhow, I think if I keep helping you, then you will never learn anything by yourself. And to be honest you are getting more and more lazy and selfish. Asking someone to pretty much do your mod for you isn't cool man. Asking questions is fine, but just asking "what are teh codes?!?!?! and where to add?!?!?!" just isn't really what this forums is all about. You really need to be applying what you have learned from one thing to another and try yourself instead of asking all the time.

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