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Subject: Re: Weapon pickups  
Posted by [jnz](#) on Fri, 22 Jun 2007 02:20:29 GMT  
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Yes, you need an engine call for it. I can't remember what it is.

Then, attach a script to it, and wait for the custom 1000000025. If you want the player to pick it up, grant them the powerup and destroy it.

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