Posted by Fleetatks on Mon, 19 Nov 2007 02:22:18 GMT
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Whitedragon wrote on Sun, 18 November 2007 18:59M00_Grant_Powerup_Created should work fine. Keep in mind that it takes a powerup preset, NOT a weapon preset. You should also upgrade to SSGM 2.0.2, SSAOW 1.4.1 is very outdated.

It SHOULD work, yes, but it doesn't. I'm thinking it has something to do with what you pick as the primary and secondary weapons because a tutorial at renehelp said f you have the repair gun first, you won't get the pistol and C4. Is there another script that works like M00_Grant_Powerup_Created, but will actually work for any weapon (Yes I know I should be using the power up preset, not the weapon preset)?

I also have a couple other questions:
Can u add (not temp) presets and save it to objects.ddb (then change to .aow,) because temp files are used for making .mix files apparently, but I'm not sure what it would do to the .aow i use in SSAOW.

Will upgrading the SSAOW version actually have any changes in it that will be worth me having to start all over again? (unless I can somehow just update the file by adding to it, rather then replace it.)

And finally, I would like to learn how to get functions such as !buy <Character> to work, if someone could show me an example I could probably figure the rest out on my own..