
Subject: Re: Powerups

Posted by [reborn](#) on Sat, 19 Apr 2008 17:11:43 GMT

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Cabal8616 wrote on Sat, 19 April 2008 12:44Also, to get pretty much any powerup working, they need to do something other than just give you that powerup. Something like giving you max armor/health, healing armor/health, giving a weapon, etc...

That's not true, you can just do "Set_Powerup_Always_Allow_Grant(obj,boolean);"
