Subject: Re: Upgrades and Power-Ups
Posted by zunnie on Sun, 17 Aug 2008 10:43:06 GMT
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I made a script for that powerup a long time ago but i dont think it
was ported into the scripts 3.4.4 dll, hopefully Jonwil will add it to 4.0 scripts.dll

The source code:

```
void z_StealthSuit::Custom(GameObject *obj,int message,int param,GameObject *sender)
{
 if (message == 1000000025)
 {
  Change_Character(sender,"CnC_Nod_FlameThrower_2SF");
 }
}
ScriptRegistrant<z_StealthSuit> z_StealthSuit_Registrant("z_StealthSuit","");



class z_StealthSuit : public ScriptImpClass {
 void Custom(GameObject *obj,int message,int param,GameObject *sender);
};
```