
Subject: Re: Upgrades and Power-Ups

Posted by [saberhawk](#) on Sun, 17 Aug 2008 10:59:32 GMT

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zunnie wrote on Sun, 17 August 2008 05:43l 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);
};
```

jonwil isn't the only person that has authority over importing scripts, you know...

Imported.
