
Subject: Re: Custom Powerups
Posted by [cAmpa](#) on Wed, 10 Sep 2008 20:41:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

We tried it, created a new powerup in the objects.ddb
used Commands->Give_Powerup()

and nothing happened.

The plan was to create an extra strong reppgun as powerup.
