
Subject: Re: Custom Powerups

Posted by [mr£ÄŠÄ-z](#) on Fri, 12 Sep 2008 21:30:06 GMT

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To Test it use this:

```
class RepGunChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);
    Commands->Give_Powerup(obj, "POW_IonCannonBeacon_Ai",false);

    }
};
ChatCommandRegistrant<RepGunChatCommand>
RepGunChatCommandReg("!rep",CHATTYPE_ALL,0,GAMEMODE_AOW);
```
