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Subject: Re: PowerupGameObj::Grant() and C4GameObj::Detonate()

Posted by [iRANian](#) on Tue, 03 Jul 2012 07:42:28 GMT

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Does the TT replacement of PowerupGameObj::Think() call PowerupGameObj::Grant()? As I think actually granting can also be done with PowerupGameObjDef::Grant(), but I'm not sure.

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