Subject: Re: PowerupGameObj::Grant() and C4GameObj::Detonate()
Posted by jonwil on Tue, 03 Jul 2012 10:54:06 GMT
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I can confirm that both PowerUpGameObj::Think and PowerUpGameObj::Grant are (or should be baring bugs) 100% identical to the stock functions.

PowerUpGameObj::Grant does something like this:
Get_Definition().Grant(obj, this);

if (WeaponBag != NULL)
if (obj->Get_Weapon_Bag()->Move_Contents(WeaponBag))
Set_State(PowerUpGameObj::STATE_GRANTING);

if (State == STATE_GRANTING)
Send CUSTOM_EVENT_POWERUP_GRANTED to all scripts on the PowerUpGameObj

Note that this is the only place in the stock code that I can find that sends
CUSTOM_EVENT_POWERUP_GRANTED