
Subject: Disabling power up pickup for a soldier
Posted by [Jerad2142](#) on Thu, 08 May 2014 15:39:37 GMT
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Is there a way to prevent powerups from being picked up by a soldier, I tried giving the powerups the physics class of "Human" in LevelEdit, and then I applied Soldier_Ghost_Collision_Group to the soldier via Set_Collision_Group however they were still able to pick them up.

Any ideas?
