doing commands->always_allow_grant to the drop object would fix the issue. "not sure of actual name"

scripts best way to go when dealing with power ups.

This is what a default powerup looks like.

## File Attachments
1) pow.jpg, downloaded 534 times

Presets | Instances | Conversations | Overlap | Heightfield

⊞ ♣ CnC_Crate_Powerup
⊞ ♣ CtfFlag
⸺ ♣ Encylopedia Powerups
⊞ ♣ Keycard Powerups
⊟ ♣ Soldier Powerups
  ⊞ ♣ Armor Powerups
  ⊞ ♣ CnC Ammo Powerups
  ⊞ ♣ Health Powerups
  ⊞ ♣ Special Powerups
  ⊞ ♣ Upgrade Powerups
  ⊟ ♣ Weapon Powerups
    ⊞ ♣ POW_AutoRifle_Player
    ⊞ ♣ POW_Chaingun_Player
    ⸺ ♣ POW_ChemSprayer_Player

**Edit object**

General | Physics Model | Settings | Dependencies | Scripts

GrantHealthMax  `0.000`

☑ Tick to treat GrantHealthMax as a percentage increase

GrantWeaponID  `Weapon_ChemSprayer_Player`

☑ GrantWeapon

☐ GrantWeaponClips

GrantWeaponRounds  `100`

☐ Persistent

GrantKey  `0`

☐ AlwaysAllowGrant

GrantAnimationName

`_____`

IdleAnimationName

`p_chem.p_chem`

[ OK ]    Cancel    OK & Propagate...