
Subject: Re: *wip* renegade coop
Posted by [dblancy1](#) on Mon, 10 Apr 2017 17:19:27 GMT
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For keycards if you add DB_Grant_Keycard_Killed to your powerup or whatever object you want to grant the keycard, it will give the keycard to all players and regrant it to them for anytime they respawn. Its essentially a keycard manager so you don't have to constantly go back and pick up the same keycard. It works with powerups when you pick it up, and other types of objects when they get destroyed.

For obelisks, you can get much better behavior by using dblancy_Nod_Obelisk_Structure and making a custom obelisk invisible turret. Just temp out the multiplayer one and change the weapon etc. Also allows you to tweak the range and the chargetime as well. I use it on my coop maps. If you temp out the singleplayer one make sure you fix the turn rate on it. Its set incorrectly. Copy the settings from multiplayer one. I strongly recommend using the multiplayer one though. One last thing to check is to make sure the ammo definition has a soft pierce of 0. If you have it set to more than 0 the backwards jump exploit will work with it. This is broken on both stock ammo definitions. Its fixed in the scripts code with a hotfix but if you temp out the preset the temped one will be unfixed so make sure you set soft pierce to 0.
