Subject: Upgrade Powerups
Posted by Slash0x on Mon, 20 Dec 2004 05:45:46 GMT
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I was just curious if anyone could look more into these.

I don't know if there're scripts on it or not, or if they even need scripts at all.

Was just wondering if we could get these things to work. :\ Would be awsome to actually use these (or atleast some).

[Slash0x]

Subject: Upgrade Powerups
Posted by Deactivated on Mon, 20 Dec 2004 16:28:55 GMT
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They are not functional.

Subject: Upgrade Powerups
Posted by Everyone on Mon, 20 Dec 2004 18:09:29 GMT
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POW_Medal_Armor and POW_Medal_Health works.

Subject: Upgrade Powerups
Posted by Naamloos on Mon, 20 Dec 2004 19:19:42 GMT
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Would be great if someone got them to work.

I think this was suggested some time ago... Can't remember what they sead though.

I think some of em upgrade speed, jump hight, ect.

Subject: Upgrade Powerups
Posted by Slash0x on Tue, 21 Dec 2004 08:23:51 GMT
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BUMP

Subject: Upgrade Powerups
Posted by icedog90 on Tue, 21 Dec 2004 09:08:20 GMT
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The stealth suit should be made to work.

Subject: Upgrade Powerups
Posted by zunnie on Tue, 21 Dec 2004 11:14:25 GMT
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Make a DaveArrow on the map and attach the script:
JFW_Enable_Stealth_On_Custom
Message 4242
Parameter 0

Note this DaveArrow ID number, for example in LE it could be ID 4444

Create a spawner and put the script:
JFW_Attach_Script with parameters:
0,2,JFW_Death_Send_Custom,4444,4242,1,0,0,0

This COULD work, where if you pickup a powerup that could stand for its "Death", not sure but you could try this.
This requires BHS.dll to work properly btw, players who DONT have CP1 and/or the bhs.dll will be able to see you and they dont get the effect.