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Subject: Is it possible?

Posted by [piotrkol1](#) on Tue, 28 Mar 2006 03:29:51 GMT

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I was working on my maps and some came across my mind and I was wondering if it could be possible. Under object-powerup-solider powerup-upgrade powerups are a lot of things that dont do anything in the game. I was wondering if I could add any sripts to the ojects.ddb/aow to them to make them have a special affect like becoming stealth or being immune to tiberium or some other cool effects. If its possible which scripts could I use to make some coo, effects? And it would also have to be so the player can actually pick up the item because right now if u just put the item in the game no one will be able tp pick it up. Thanks a lot!!!

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Subject: Re: Is it possible?

Posted by [piotrkol1](#) on Wed, 29 Mar 2006 04:49:12 GMT

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Anyone have any idea or thought on this???

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Subject: Re: Is it possible?

Posted by [rc22fires](#) on Wed, 29 Mar 2006 07:32:14 GMT

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I have seen Stealth pickups server side, so it should be able to be put into a map.

If you want tiberium immunity just don't set the surface type and make it a damage zone.

J/k, you want it from a pickup. I don't know what you can do with scripts. So I'm not the one to ask.

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