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Subject: dropable weapons

Posted by [ghost](#) on Wed, 31 May 2006 04:53:21 GMT

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Well on my caow mod ive notice and many complain that the AGT & obby guns should be dropped when the charcter dies. Only i have no clue which script (if possible) to do this.

Anyone have a clue?

Unit: Mutant\_3Boss\_Raveshaw

Weapon: Nod\_Obelisk

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Subject: Re: dropable weapons

Posted by [bisen11](#) on Wed, 31 May 2006 12:30:03 GMT

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You'd probably have to change it from a weapon to a powerup.

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Subject: Re: dropable weapons

Posted by [Moe](#) on Wed, 31 May 2006 13:21:33 GMT

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i think this is a good idea

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Subject: Re: dropable weapons

Posted by [LR01](#) on Wed, 31 May 2006 15:15:33 GMT

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try:

M00\_PowerUp\_Create\_When\_Killed\_JDG

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Subject: Re: dropable weapons

Posted by [ghost](#) on Wed, 31 May 2006 15:48:48 GMT

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I used to scripts that were similar and they failed.

As for changing the weapon to a power up. Ill try that script -\_-

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Subject: Re: dropable weapons

Posted by [ghost](#) on Thu, 01 Jun 2006 01:59:51 GMT

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WOuld i have to use a powerup for this? or could i use Nod\_Obelisk

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Subject: Re: dropable weapons

Posted by [Whitedragon](#) on Thu, 01 Jun 2006 02:34:52 GMT

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You must use a powerup that grants a Nod\_Obelisk.

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