
Subject: help with ssaow weapon spawners.
Posted by [Spyder](#) on Sun, 23 Jul 2006 11:51:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hey guyz!

I'm hosting my own fds server and i am busy making some special weapon spawners.

like this:

backpack = all weapons

2x damage = sniper rifle, ramjet rifle, +200 health, sniper rifle nod (999 ammo, red bullet)

grenade vest = hotwire stuff

etc.

I have heard that i can make them by adding the script:

```
kak_give_powerup_on_pickup
```

and then the weapon value/preset.

But when i do it and i test it, i doesn't pickup the powerup and the weapon.

How can i make these spawners work?

Subject: Re: help with ssaow weapon spawners.
Posted by [LR01](#) on Sun, 23 Jul 2006 14:21:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

did you copy your objects and put them in you fds? under the name object.aow , cuz then it doesn't even know your changes

Subject: Re: help with ssaow weapon spawners.
Posted by [Spyder](#) on Sun, 23 Jul 2006 18:44:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yea i did that! I aint dumb or something, i know how to work with ssaow mods for fds.

Subject: Re: help with ssaow weapon spawners.
Posted by [Zion](#) on Sun, 23 Jul 2006 21:12:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ok, we're just making sure you did'nt forget it, no need to be angry.

Try the script on a zone and see if it workes like that, if not its the script (make sure the values are the preset values in objects.ddb). I'll take a look at some scripts, their may be a JFW_* one somewere that does the same job.
