Subject: Server Side Scripting
Posted by Spyder on Sun, 01 Oct 2006 14:53:28 GMT
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I run my own server and SSAOW 1.5

I also like playing on the Xphaze-Gaming server. They have cool spawners. But I don't know how to get them working. It's like this:

Double Damage Powerup = Sniper Rifle + Infinite Sniper Rifle (CnC_POW_SniperRifle_Nod) + Ramjet Rifle + 2x health.

This is one example from the original 10.

When I try this it won't work with the pickup. Cause when I try to pick it up, it only walks through the model and it stays there. What is the script that's used to give me the weapons and health powerup?

I have already tried: KAK_Give_Powerup_On_Pickup, but that won't work.

Please tell me how to get it working.

Subject: Re: Server Side Scripting
Posted by Whitedragon on Sun, 01 Oct 2006 21:05:28 GMT
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Mod the powerup preset in LevelEdit, go to the settings tab and check AlwaysAllowGrant. KAK_Give_Powerup_On_Pickup can then be used to grant any other powerups.

Subject: Re: Server Side Scripting
Posted by Spyder on Mon, 02 Oct 2006 17:01:15 GMT
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Ok thank you very much, this will really help me to make some cool spawners for my server. Your name will be set in autorotate for helping with server side scripts. If you want it off course.