Subject: Disable pickup script.
Posted by Spyder on Sun, 11 Feb 2007 13:49:26 GMT
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I am busy making some advanced spawners for renegade with special weapon grants, but I want to add some powerups that double health, and I don't want people to be able to pick them up multiple times.
How can I make the spawner that way, so they can only pick it up once. I also tried including a weapon with inf ammo, but it still keeps picking up the other weapons. Is there a script that disables multiple pickups? If so, please tell me the preset.