Subject: Powerups
Posted by _SSnipe_ on Fri, 08 Jun 2007 07:38:29 GMT
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how can i edit that what power up or backpacks give u what weapons and who can pick them up?

Subject: Re: Powerups
Posted by Jerad2142 on Mon, 11 Jun 2007 05:40:49 GMT
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You will have to check always allow grant power up for starters, then turn it into a spawner.

Subject: Re: Powerups
Posted by Ryu on Mon, 11 Jun 2007 05:42:09 GMT
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Jerad Gray wrote on Mon, 11 June 2007 00:40You will have to check always allow grant power up for starters, then turn it into a spawner.

Never seems to work for me, And yes, I use 2.9.2 and higher scripts.

Subject: Re: Powerups
Posted by _SSnipe_ on Mon, 11 Jun 2007 07:53:20 GMT
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well the double damage powerup on one serv got turned into a sniper pack and i wanna know how to edit what it has and who can pick it up

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Subject: Re: Powerups
Posted by _SSnipe_ on Mon, 11 Jun 2007 09:21:31 GMT
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ok i edited islands map and added some temps and when i joined i got blue screen then kicked to desktop and server said i lost connection so i deleted my temps redid it i got in but then same thing happen to other players heres and ss
http://i182.photobucket.com/albums/x144/joe937465/wtf.jpg

if someone can ill send the lvl files i worked on and maybe someone can find out what im doing?

Subject: Re: Powerups
Posted by Jerad2142 on Tue, 12 Jun 2007 03:59:21 GMT

You set it up like that?

File Attachments
1) spawners.png, downloaded 405 times
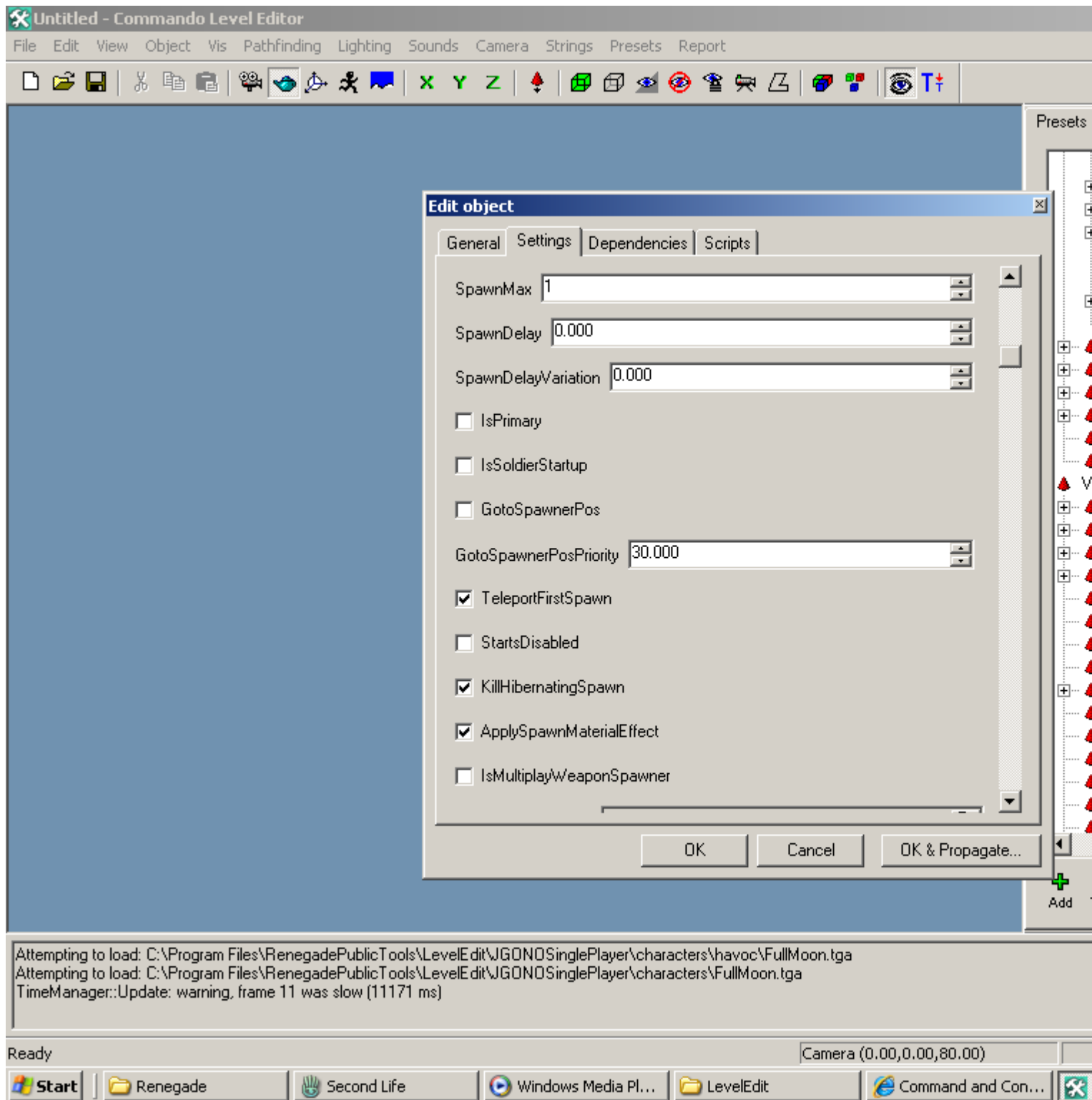
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ok what i did is add some buildings to gdi by click on temp and change the temp settings to gdi so both sides could be even and added basic turrets ceiling guns and guard towers nothing big only 2 temp buildings for gdi after that it crashes so i edit it without temps and made new objects file but same results

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Subject: Re: Powerups
Posted by Jerad2142 on Tue, 12 Jun 2007 07:46:51 GMT
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Try starting over, but don't use temps.

Subject: Re: Powerups
Posted by _SSnipe_ on Tue, 12 Jun 2007 08:30:14 GMT
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i think i found a problem everytime i join i get o sfps 4548548 ping and 0 fps then i get kicked to desktop while eveyrone else can join ;/

Subject: Re: Powerups
Posted by _SSnipe_ on Tue, 12 Jun 2007 09:16:10 GMT
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Jerad Gray wrote on Tue, 12 June 2007 02:46Try starting over, but don't use temps.

then what do i use?

Subject: Re: Powerups
Posted by Spyder on Wed, 13 Jun 2007 06:50:16 GMT
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Ur doing it all wrong!
Just do this:
Open the backpack preset. Then go into preset and set it to: AlwaysAllowGrant.
Then go into the scripts tab and add the script: KAK_Give_Powerup_On_Pickup. Add the weapon preset you like and for more weapons just add the script multiple times. Then click 'OK' and add it to the weapon crate (CnC_Crate_Weapon). Save mod or map and try it.

Subject: Re: Powerups
Posted by _SSnipe_ on Wed, 13 Jun 2007 18:06:32 GMT

and that should give the wespons i choose for it to get?

Subject: Re: Powerups
Posted by _SSnipe_ on Thu, 14 Jun 2007 02:04:56 GMT

umm i did all that but i still cant pick them up

Subject: Re: Powerups
Posted by Spyder on Thu, 14 Jun 2007 06:29:28 GMT

Make sure AlwaysAllowGrant is checked. Else just add another weapon to the GiveWeaponOnPickup.

Subject: Re: Powerups
Posted by _SSnipe_ on Thu, 14 Jun 2007 17:49:19 GMT

i did but when it spawned it nether was spinning or able to pick up loet me try it again *sigh*

Subject: Re: Powerups
Posted by Spyder on Fri, 15 Jun 2007 08:45:25 GMT

Want me to make you a tutorial vid?

Subject: Re: Powerups
Posted by _SSnipe_ on Fri, 15 Jun 2007 08:47:59 GMT

no its ok give me a few mroe days to mess around ill get it.......
but i do got this is there a script that when u pick up a powerup it truns u into another char (not crate related)

Subject: Re: Powerups
Posted by Spyder on Fri, 15 Jun 2007 08:53:43 GMT

I'll check it out for ya. I think I've seen it somewhere and that it does exist.

Subject: Re: Powerups
Posted by _SSnipe_ on Fri, 15 Jun 2007 17:04:51 GMT

see i want a char powerup