Subject: Weapon pickups
Posted by Hex on Fri, 22 Jun 2007 00:32:11 GMT
View Forum Message <> Reply to Message

Is it possible to block a character from picking up certain weapons from crates/killer deaths ect?

Subject: Re: Weapon pickups
Posted by _SSnipe_ on Fri, 22 Jun 2007 01:01:46 GMT
View Forum Message <> Reply to Message

u know what i asked a question just like that when u find the answer ill see 2

Subject: Re: Weapon pickups
Posted by jnz on Fri, 22 Jun 2007 02:20:29 GMT
View Forum Message <> Reply to Message

Yes, you need an engine call for it. I can't rember what it is.

Then, attach a script to it, and wait for the custom 1000000025. If you want the player to pick it up, grant them the powerup and destroy it.