Subject: Powerups
Posted by Poskov on Fri, 18 Apr 2008 23:46:21 GMT
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what powerup scripts are there? Like for the Ammo Regeneretion powerup or Anti-Sound Emitter or Mobius Shield or NeuroLink

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Subject: Re: Powerups
Posted by Lone0001 on Fri, 18 Apr 2008 23:47:49 GMT
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http://renhelp.net/index.php?mod=Tutorials&action=view&id=39

Subject: Re: Powerups
Posted by Poskov on Sat, 19 Apr 2008 01:48:26 GMT
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Poskov wrote on Fri, 18 April 2008 19:46what powerup scripts are there? Like for the Ammo Regeneretion powerup or Anti-Sound Emitter or Mobius Shield or NeuroLink

Quote:http://renhelp.net/index.php?mod=Tutorials&action=view&id=39

Scripts or settings! not Renegade enteties!

Subject: Re: Powerups
Posted by Canadacdn on Sat, 19 Apr 2008 02:35:59 GMT
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TDA_stealth_Armor is a script that makes you stealth when you pick up a powerup with the script attached to it.

Subject: Re: Powerups
Posted by Poskov on Sat, 19 Apr 2008 03:02:59 GMT
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Are there any invulnerablilty powerup scripts or "can't be hurt by Tiberium" powerup scripts etc?
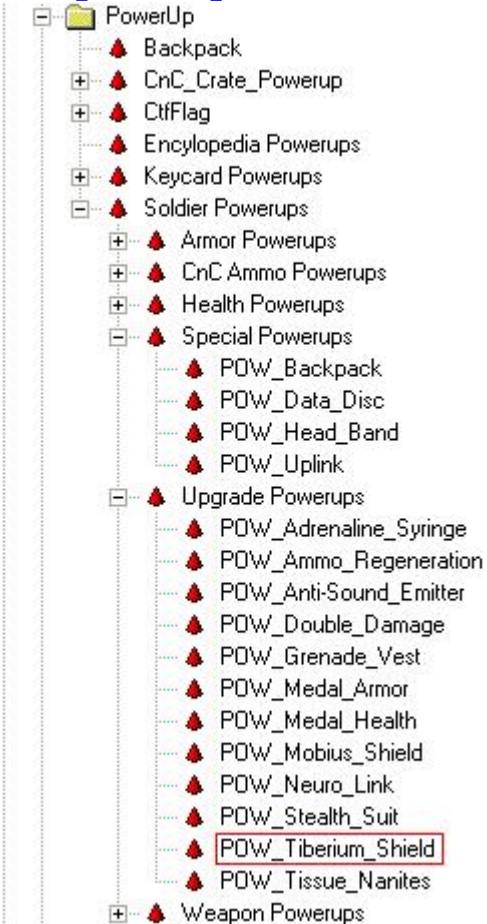

Subject: Re: Powerups
Posted by MacKinsey on Sat, 19 Apr 2008 07:26:35 GMT

I think you could try POW_Tiberium_Shield
I dont know if its working.
But its a try.
Here are some other PowerUps

File Attachments

1) powerups.JPG, downloaded 193 times

Subject: Re: Powerups
Posted by Poskov on Sat, 19 Apr 2008 14:25:22 GMT

MacKinsey wrote on Sat, 19 April 2008 02:26I think you could try POW_Tiberium_Shield
I dont know if its working.
But its a try.
Here are some other PowerUps

thanks for trying to help but, these are just empty, effectiveless Renegade presets which don't

have any effect.

aren't there any scripts which enable abilities when you obtain the powerups?

Subject: Re: Powerups
Posted by _SSnipe_ on Sat, 19 Apr 2008 15:48:43 GMT
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all the powerups do nothing untill you attach a script to it and look in the list of powerups and see what you can do

if you want the tib shield make you not be able to get hurt in tib i think theres a script that makes it so you can change your charecters skin and you should choose tib skin? or somthing like that and that should work

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Subject: Re: Powerups
Posted by GEORGE ZIMMER on Sat, 19 Apr 2008 16:44:44 GMT
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Also, to get pretty much any powerup working, they need to do something other than just give you that powerup. Something like giving you max armor/health, healing armor/health, giving a weapon, etc...

Subject: Re: Powerups
Posted by reborn on Sat, 19 Apr 2008 17:11:43 GMT
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Cabal8616 wrote on Sat, 19 April 2008 12:44Also, to get pretty much any powerup working, they need to do something other than just give you that powerup. Something like giving you max armor/health, healing armor/health, giving a weapon, etc...

That's not true, you can just do "Set_Powerup_Always_Allow_Grant(obj,boolean);"

Subject: Re: Powerups
Posted by Poskov on Sat, 19 Apr 2008 18:16:52 GMT
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I know all this already, what I was wondering was: what powerup scripts are there?