
Subject: Custom Powerups
Posted by [cAmpa](#) on Wed, 10 Sep 2008 12:39:14 GMT
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Is there a way to create new powerups (serverside)?

For example a custom reppgun, the normal modell but new settings.

Subject: Re: Custom Powerups
Posted by [mrÄ&SÄ-z](#) on Wed, 10 Sep 2008 19:17:02 GMT
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What setting? more info...

Subject: Re: Custom Powerups
Posted by [DL60](#) on Wed, 10 Sep 2008 19:58:34 GMT
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The settings you find in LE. Different damage and so on.

Subject: Re: Custom Powerups
Posted by [cnc95fan](#) on Wed, 10 Sep 2008 20:08:15 GMT
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DeathLink6.0 wrote on Wed, 10 September 2008 14:58The settings you find in LE. Different damage and so on.
Exactly.. Just "Add" onto an exiting one..

Subject: Re: Custom Powerups
Posted by [cAmpa](#) on Wed, 10 Sep 2008 20:41:28 GMT
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We tried it, created a new powerup in the objects.ddb
used Commands->Give_Powerup()

and nothing happened.

The plan was to create an extra strong reppgun as powerup.

Subject: Re: Custom Powerups

Posted by [mr£\\$Ä-z](#) on Wed, 10 Sep 2008 20:57:50 GMT

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Ahhhh i know how to do lol now i know what you mean, theres a way to do that serverside, thats how i added new Guns

Subject: Re: Custom Powerups

Posted by [cAmpa](#) on Thu, 11 Sep 2008 00:24:00 GMT

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and? ;o

Subject: Re: Custom Powerups

Posted by [mr£\\$Ä-z](#) on Fri, 12 Sep 2008 15:17:28 GMT

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what and?

Subject: Re: Custom Powerups

Posted by [cAmpa](#) on Fri, 12 Sep 2008 16:05:11 GMT

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Quote:theres a way to do that serverside

How?

Subject: Re: Custom Powerups

Posted by [mr£\\$Ä-z](#) on Fri, 12 Sep 2008 16:28:18 GMT

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Oh sorry im banned of your Serv for "being annoying" by you, hmmm now i forgot how i made it serverside

Subject: Re: Custom Powerups

Posted by [cAmpa](#) on Fri, 12 Sep 2008 17:04:11 GMT

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Why you post then not helping comments in this thread?

Is that the art in this forum?

Btw i banned you,
because you joined the server and not even 1min was over and you started to flame about everything, shit server, everyone cheats, lag, that shot was impossible, he shots thru the wall, lag server, im the best all other are noobs, noob mods, etc etc etc etc.....

Subject: Re: Custom Powerups
Posted by [mr£ÄŞÄ-z](#) on Fri, 12 Sep 2008 17:25:45 GMT
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Are you stupid? i joined your game and talked with a guy something normally, and that other crap sniper server lagged as hell and NO it was not one of my programmms that lagged me! oh did i ever say im the best? lol that would be cool

Subject: Re: Custom Powerups
Posted by [cAmpa](#) on Fri, 12 Sep 2008 20:16:56 GMT
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I rememeber your action on my sniper server.
We were 6 ppl on ts and we all talked about your actions.

Btw its offtopic :/

Anyone else with usefull answers to this topic?

Subject: Re: Custom Powerups
Posted by [mr£ÄŞÄ-z](#) on Fri, 12 Sep 2008 21:27:28 GMT
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Go to:

"Objects" - "PowerUps" - "Soldier PowerUps" - "Weapon PowerUps"

Now click "Edit" on the "POW_IonCannonBeacon_Ai"

Now go to the "Settings" Tab and change the Weapon Preset on:

"GrantWeaponID" to the Weapon you want.

Subject: Re: Custom Powerups
Posted by [mr£ÄŞÄ-z](#) on Fri, 12 Sep 2008 21:30:06 GMT

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To Test it use this:

```
class RepGunChatCommand : public ChatCommandClass {
void Triggered(int ID,const TokenClass &Text,int ChatType) {
    GameObject *obj = Get_GameObj(ID);
    Commands->Give_Powerup(obj, "POW_IonCannonBeacon_Ai",false);

}
};
ChatCommandRegistrant<RepGunChatCommand>
RepGunChatCommandReg("!rep",CHATTYPE_ALL,0,GAMEMODE_AOW);
```

Subject: Re: Custom Powerups
Posted by [cAmpa](#) on Fri, 12 Sep 2008 21:58:45 GMT
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Is it also possible to create new presets? Without to change exist presets?

Subject: Re: Custom Powerups
Posted by [mrÄÄ-z](#) on Fri, 12 Sep 2008 22:00:15 GMT
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ADD or TEMP will Crash Players, you can just TEMP NEW
Vehicle and Soldier Spawners / AI's

Subject: Re: Custom Powerups
Posted by [Spyder](#) on Mon, 15 Sep 2008 11:39:42 GMT
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Yes you can add new powerups. I will try to update my Advanced Powerup Spawner tutorial in a short while and post it at Renhelp. Else just ask me to help you.
