

Weapon Upgrade – Bonus or Trigger

This tutorial shows how to set a player weapon upgrade when a bonus is collected and when a trigger is hit.



First, set up the player weapons.



On the Player *General* tab

- Choose the *Weapon Definition* for Slot 1
- Select *Add Weapon* to add Weapon Slot 2
- Select the *Weapon Definition* and *Fire From Tag*
- Uncheck *Enabled*
- Select *Add Weapon* to add Weapon Slot 3
- Select the *Weapon Definition* and *Fire From Tag*
- Uncheck *Enabled*

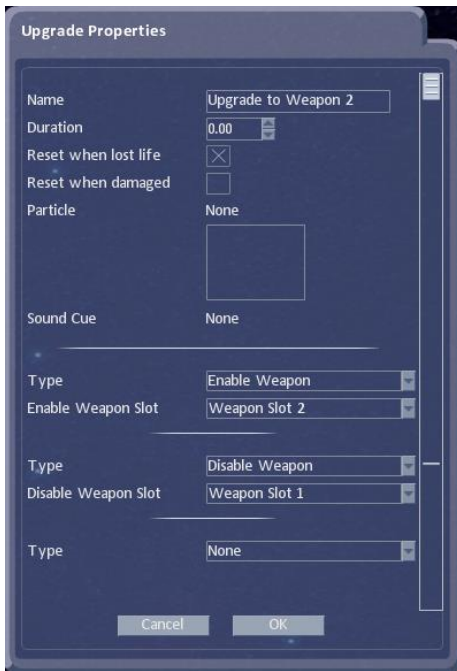
Next, create the new Upgrades



Select *Upgrade* on the *Define* menu



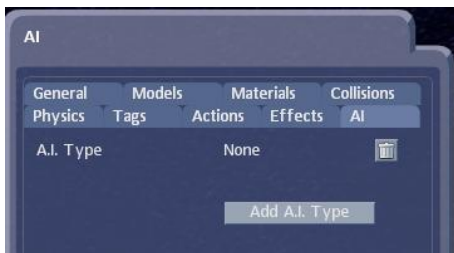
Select *Create New*



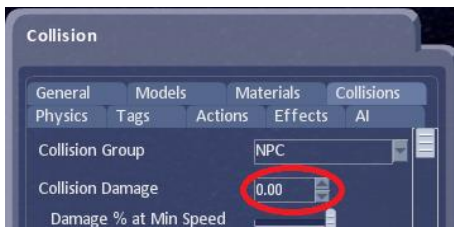
In the *Upgrade* window

- Name the upgrade
- Set a *Duration* for a time-limited upgrade or leave as 0 for a permanent upgrade
- For *Type*, select *Enable Weapon*
- For *Enable Weapon Slot*, select the slot of the new weapon (Slot 2)
- Add another *Type* and set to *Disable Weapon Slot*
- For *Disable Weapon Slot*, select the slot of the current weapon (Slot 1)
- Repeat to create an upgrade from Slot 2 to Slot 3

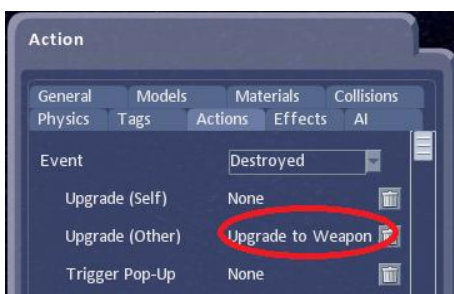
Next, add a bonus NPC and set its properties as follows:



In the *AI* tab, delete all AI types so it does not move or fire

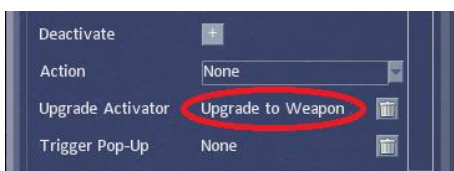


In the *Collision* tab, set *Collision Damage* to 0 so it does not damage the player when hit



In the *Actions* tab, click on the *Upgrade (Other)* value (default *None*) and select the first new Upgrade from the list

Next, set the trigger to do the second weapon upgrade



Click on the *Upgrade Activator* value (default *None*) and select the second new Upgrade from the list

Run the game and the weapon will change when the bonus is created then change again when the trigger is hit.

