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Subject: What bullet/weapon related scripts should I add to 2.7?

Posted by [jonwil](#) on Sun, 09 Apr 2006 12:47:52 GMT

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Thanks to my new engine calls, I can remove any gun from an object by preset name.

I can also locate any gun by preset name. (if the object has it)

And I can find "all guns" for an object.

And I can get the current gun for an object oo.

Then, once I have the gun, I can add bullets.

I can subtract bullets.

I can set the bullets to some specific value (including "empty" and "full")

I can do this for both the count of bullets loaded into the weapon and for the count of bullets in the "clip/backpack".

I can make all this trigger on zone entry, on powerup collection, and on poke.

What scripts should I make with this? What uses can people think of for being able to change the bullets for a gun or object?

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