
Subject: Re: Trigger_Weapon help
Posted by [a100](#) on Tue, 24 Apr 2007 11:42:05 GMT
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I will be trying your method shortly

But ill show you whaat i want to achieve

```
found = words[1].find("!dtest");
if (found >= 0){
    Vector3 posi = Commands->Get_Position(Get_GameObj(Get_ID_Name(words[3].c_str()));
    Commands->Trigger_Weapon(Get_GameObj(ID),true,positrue);
    Commands->Trigger_Weapon(Get_GameObj(ID),false,positrue);
}
```

This also doesnt work when the player is righth infront

Weapon doesnt shoot, i think trigger weapon doesnt work with infantry
