Subject: Re: Server Side Stuff
Posted by danpaul88 on Sun, 29 Apr 2007 10:38:47 GMT
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You would have to code your own custom scripts, there are no existing ones to do that.

Useful engine calls

bool Has_Weapon(GameObject *obj,const char *weapon);
int Get_Bullets(GameObject *obj,const char *weapon); //Get loaded bullets for a specific gun (if the object doesnt have the gun, return is zero)