
Subject: Re: Server Side Stuff

Posted by [Genesis2001](#) on Mon, 30 Apr 2007 19:58:18 GMT

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```
using namespace std;
void Remove_Weapon_Player (GameObject *obj,const char *Weapon_Name){
    int Number_Weapon = Get_Weapon_Count(obj);
    string Current_Weapon;
    int Location;
    for (int i = 1; i <= Number_Weapon; i++) {
        Current_Weapon = Get_Weapon(obj,i);
        if (Current_Weapon.find(Weapon_Name)>= 0) {
            Location = Current_Weapon.find("Weapon");
            if (Location >= 0) Current_Weapon.replace(Location,6,"POW");
            Commands->Give_Powerup(obj,Current_Weapon.c_str(),true);
        }
    }
}
```

A little bit of a more efficient code. (Yes, I do know that you were in a rush, but heck...Just thought I'd interject this.)

-Thanks,
MathK1LL

EDIT: Btw...darksnipa, do you know ANY C++ or even know how to modify the server scripts?
Just a thought that came my way...
