Subject: Re: All the Mission Scripts
Posted by Canadacdn on Fri, 22 Jun 2007 16:45:08 GMT

Wow, thanks to a glitch in a certain vehicle in Roleplay 2, I discovered a way to let vehicles have more than one weapon!

Attach the script M00_GrantPowerup_Created to the vehicle and give it a weapon. Now you can switch between the vehicle weapon and the weapon you gave it with the number keys. Weird, huh?