

---

Subject: Re: All the Mission Scripts

Posted by [jamiejrg](#) on Fri, 22 Jun 2007 19:12:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Canadacd wrote on Fri, 22 June 2007 11:45Wow, 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?

Amazing! Good find.

---