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Subject: Re: All the Mission Scripts

Posted by [Jerad2142](#) on Sat, 23 Jun 2007 16:38:54 GMT

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jamiejrg wrote on Fri, 22 June 2007 13:12Canadacdn 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.

I did that 2 years ago, and others have to. You will hear about it in mostly modified cinematic air drop cinematics. And it does not work on the client's computer, well it doesn't work right (it will show the primary weapon firing regardless of what weapon you are shooting. IE its primary weapon is a flame thrower, it will shot flame on the client even if you have switched to a cannon, but the damage will effect the client like a cannon).

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