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Subject: Re: Weapon Drops/Keeping the Weapon  
Posted by [Jerad2142](#) on Thu, 04 Dec 2008 14:46:54 GMT  
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If you didn't want any bombs all you have to do is:

```
char input[256];
_sprintf(input,sizeof(input), "page %d [RC] You picked up a bomb-backpack, haha its blowned.",
Get_Player_ID(sender));
Console_Input(input);
```

Quote:that message says that its a bomb... is that true?

Yes, there is a 5% chance to pickup the bomb.

If you don't want that, replace:

```
void cAMpa_Weapon_BackPack::Custom(GameObject *obj, int message, int param, GameObject
*sender)
{
if (message == 100000025)
{
/*int rnd = Commands->Get_Random_Int(1,100);
if (rnd <= 5)
{
Commands->Apply_Damage(sender,99999,"Explosion_Mine_Remote_01",0);
page(sender,"[RC] You picked up a bomb-backpack, haha its blowned.", false);
}
else*/
{
Create_2D_WAV_Sound_Player(sender,"m00psbk_aqob0004i1evag_snd.wav");
if (this->miniGunGdi) Commands->Give_Powerup(sender,"POW_AutoRifle_Player",false);
if (this->miniGunNod)
Commands->Give_Powerup(sender,"POW_AutoRifle_Player_Nod",false);
if (this->chainGunGdi) Commands->Give_Powerup(sender,"POW_Chaingun_Player",false);
if (this->chainGunNod)
Commands->Give_Powerup(sender,"POW_Chaingun_Player_Nod",false);
if (this->chemSprayer)
Commands->Give_Powerup(sender,"POW_ChemSprayer_Player",false);
if (this->flameThrower)
Commands->Give_Powerup(sender,"POW_Flamethrower_Player",false);
if (this->grenadeLauncher)
Commands->Give_Powerup(sender,"POW_GrenadeLauncher_Player",false);
if (this->laserChainGun)
Commands->Give_Powerup(sender,"POW_LaserChaingun_Player",false);
if (this->laserRifle) Commands->Give_Powerup(sender,"POW_LaserRifle_Player",false);
if (this->mineProxy)
Commands->Give_Powerup(sender,"POW_MineProximity_Player",false);
if (this->perslonCannon)
Commands->Give_Powerup(sender,"POW_PersonallonCannon_Player",false);
```

```
if (this->railGun)      Commands->Give_Powerup(sender,"POW_Railgun_Player",false);
if (this->ramjet)       Commands->Give_Powerup(sender,"POW_RamjetRifle_Player",false);
if (this->repairGun)    Commands->Give_Powerup(sender,"POW_RepairGun_Player",false);
if (this->rocketLauncher)
Commands->Give_Powerup(sender,"POW_RocketLauncher_Player",false);
if (this->rocketGunner)
Commands->Give_Powerup(sender,"CnC_POW_RocketLauncher_Player",false);
if (this->shotGun)     Commands->Give_Powerup(sender,"POW_Shotgun_Player",false);
if (this->sniperRifle) Commands->Give_Powerup(sender,"POW_SniperRifle_Player",false);
if (this->tibAutoRifle)
Commands->Give_Powerup(sender,"POW_TiberiumAutoRifle_Player",false);
if (this->flechetteGun)
Commands->Give_Powerup(sender,"POW_TiberiumFlechetteGun_Player",false);
if (this->voltAutoRifleGdi)
Commands->Give_Powerup(sender,"POW_VoltAutoRifle_Player",false);
if (this->voltAutoRifleNod)
Commands->Give_Powerup(sender,"CnC_POW_VoltAutoRifle_Player_Nod",false);
}
}
}
```

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