
Subject: Re: [preview] rotating weaponlist
Posted by [Tunaman](#) on Thu, 24 Dec 2009 07:57:34 GMT
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reborn wrote on Wed, 23 December 2009 01:10void Grant_Powerup(GameObject *obj,const char *Preset_Name); //grants a powerup

You'll need to modify a server, but using that function will allow you to grant a player weapons.
Cool, thanks.

I ended up just running around on the Haunted2 map and picking up lots of weapons.. it seemed like the easiest way to do it. What I found that when you have a very large amount of weapons they begin to overlap a little bit. =(I'm not quite sure of a way to fix that besides making the circle they revolve around bigger.. on small resolutions it is already a very large part of the screen so I think that I'll just leave it like it is currently, and if there's a glaring problem then I'll try to fix it. ^^

And thanks everyone for all of the nice comments!
