Ok lets say I attach a script to a player. The script hooks the on kill event.

I place this code in the on join event:

```
Commands->Clear_Weapons(PLayerOBject);
Commands->Give_PowerUp(PLayerOBject, "POW_Pistol_Player", false);
Commands->Give_PowerUp(PLayerOBject, "CnC_POW_Ammo_ClipMax", false);
Commands->Select_Weapon(PLayerOBject, "Weapon_Pistol_Player");
```

and on the on kill event:
this code (or simular)

```
Commands->Clear_Weapons(Killer);
Commands->Give_PowerUp(Killer, "POW_AutoRifle_Player", false);
Commands->Give_PowerUp(Killer, "CnC_POW_Ammo_ClipMax", false);
Commands->Select_Weapon(Killer, "Weapon_AutoRifle_Player");
Create_2D_WAV_Sound_Player(Killer, "m00pwar_aqob0004i1evag_snd.wav");
```

The Pistol and the C4 Do not clear.
Half the time you cannot select ANY weapon from your inventory.
!00% of the time the Icon.. the one that tells you what gun you have selected (via bottom right of
your screen) Stays the last weapon you had before that code above.