Subject: Re: Weapon Grant + Removal Bug Posted by halo2pac on Thu, 22 Sep 2011 02:18:18 GMT View Forum Message <> Reply to Message

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. 100% 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.

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