Thought I would go ahead and post anyways.

Same thing happens with B_Clear_Weapons as Commands->Clear_Weapons.

In the screen shot the player had their weapons removed and was given a auto rifle and pistol. I was never given the pistol and I can't see anything in the weapon list after it disappears like halo2pac said.

```
void Soldier::Created(GameObject *obj)
{

 if (Commands->Is_A_Star(obj))
 {
  B_Clear_Weapons(obj);
  Commands->Give_PowerUp(obj, "POW_Pistol_Player", false);
  Commands->Select_Weapon(obj, "Weapon_Pistol_Player");
 }
}

void Soldier::Killed(GameObject *obj,GameObject *killer)
{
 if (Commands->Is_A_Star(killer))
 {

  if ( temp == 0 )
  {
   B_Clear_Weapons(killer);
   Commands->Give_PowerUp(killer, "POW_AutoRifle_Player", false);
   Commands->Give_PowerUp(obj, "POW_Pistol_Player", false);
   Commands->Give_PowerUp(killer, "CnC_POW_Ammo_ClipMax", false);
   Commands->Select_Weapon(killer, "POW_Pistol_Player");
   temp = 1;
  }
  else
  {
   B_Clear_Weapons(killer);
   Commands->Give_PowerUp(killer, "POW_AutoRifle_Player", false);
   Commands->Select_Weapon(killer, "POW_AutoRifle_Player");
   temp = 0;
  }
 }
}
```

```
void B_Clear_Weapons(GameObject *obj) // Weapon Removal Test
{
 if (!obj || !Commands->Get_ID(obj))
 {
  return;
 }
 PhysicalGameObj *o2 = ((ScriptableGameObj *)obj)->As_PhysicalGameObj();
 if (!o2)
 {
  return;
 }
 ArmedGameObj *o3 = o2->As_ArmedGameObj();
 if (!o3)
 {
  return;
 }
 WeaponBagClass *w = o3->Get_Weapon_Bag();
 int x = w->Get_Count();
 for (int i = 0;i < x;i++)
 {
  if (w->Peek_Weapon(i))
  {
   //w->Remove_Weapon(i);
   Remove_Weapon( obj, w->Peek_Weapon(i)->Get_Name() );
  }
 }
}
```

Edit:

Commands->Give_PowerUp doesn't work after the players weapons have been cleared and granted one power up. The player has to be destroyed first.

Blacky5 killed Blacky3

Blacky5 killed Blacky3