
Subject: Re: WeaponBag
Posted by [Neijwiert](#) on Sat, 30 Nov 2013 17:48:21 GMT
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Ok, I fixed it. It was really stupid of me not to think of this.

There was a combination of something going wrong with copying the DLL, thus not displaying the debug messages. Which made me believe that the for loop never was fired.

Now the problem was that whenever I gave myself a Blamo skin/armour . The calculated damage of the gun would then result 0 and would never be higher than the initial highest damage. Which would result in never assing WeaponIndex another value.

So to fix it, if anybody wants to know.

Change

```
float HighestDamage = 0;
```

To

```
float HighestDamage = -1;
```
