Subject: Re: butterfingers crate
Posted by danpaul88 on Fri, 14 Feb 2014 15:51:50 GMT
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The problem you've got is that it's hard to give people a weapon and the correct amount of ammo unless there are powerups to grant that weapon (unless someone added a "grant weapon by preset name", I don't recall seeing it though), and you still have to fix the ammo count afterwards.

One way would be to do it might be something like this (at work right now so making this up as I go along);

On entry;

```
For each <weapon> in <weaponbag>
  if <weapon> in <list_of_banned_weapons>
    save <weapon.ammocount> to <cache>
    set <weapon.ammocount> = 0
```

On exit;

```
For each <weapon,ammocount> pair in <cache>
  set <player.weapon.ammocount> = <cache.weapon.ammocount>
```

Remember there are two ammo counters, the "loaded" ammo count and the "backpack" ammo count. Save, zero and restore both values.