
Subject: Re: Commands->Select_Weapon doesn't work clientside.

Posted by [danpaul88](#) on Tue, 22 Apr 2014 00:18:55 GMT

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That is a bit odd, perhaps post the code you're using? For reference, all of the following work in 4.0 and 4.1;

```
Commands->Select_Weapon ( obj, Get_Powerup_Weapon ( Get_Parameter(
"veteran_weaponPowerup" ) ) );
```

```
Commands->Select_Weapon ( obj, "Weapon_IFV_None" );
```

```
// Set the supercharged state
```

```
void dp88_AR_Tesla_Coil::setSuperchargedState(GameObject* obj, bool state)
```

```
{
  if ( !m_superchargedWeapon.Is_Empty() )
  {
    // If we are setting supercharged to true then switch weapons
    if ( state )
    {
      Commands->Select_Weapon(obj, m_superchargedWeapon);
      primary_maxRange = m_superchargedWeaponRange;
    }
    else
    {
      Commands->Select_Weapon(obj, m_defaultWeapon);
      primary_maxRange = m_defaultWeaponRange;
    }

    m_isSupercharged = state;
  }
}
```
