
Subject: Re: Base defence weapon modding
Posted by [OuTSMoKE](#) on Wed, 28 May 2014 04:26:10 GMT
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C++:

I use two different source codes depending on what kinda weapon (char or veh).

Examples:

```
Commands->Give_PowerUp(obj,"POW_Railgun_Player",false);  
Commands->Select_Weapon(obj,Get_Powerup_Weapon("POW_Railgun_Player"));
```

or

```
Grant_Weapon(obj,"Weapon_MRLS_Player",false);  
Commands->Select_Weapon(obj,"Weapon_MRLS_Player");
```

This would only apply to built shit, obviously, I'm not sure if you could rig it to auto-assign weaponry to defenses that are pre-built into maps.
