
Subject: Weapon Drops/Keeping the Weapon
Posted by [Gen_Blacky](#) on Tue, 02 Dec 2008 03:35:44 GMT
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#1 basically i want it so when a player picks up a drop weapon or spawn weapon and when they buy a new character they keep those weapons.

#2 when the player dies it drops all the weapons the player currently had in a weapons pack
are the scripts for these public

Subject: Re: Weapon Drops/Keeping the Weapon
Posted by [reborn](#) on Tue, 02 Dec 2008 07:18:47 GMT
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There's possibly some early version of the DA release's that include the start of this shaping up. But I don't believe there are any public scripts that do what you want in 3.4.4 or SSGM.

I need something right now to boost my self esteem after Crocodile Dundee made me a recluse for two days. I think I can help you.

Subject: Re: Weapon Drops/Keeping the Weapon
Posted by [Hex](#) on Tue, 02 Dec 2008 08:11:35 GMT
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We do this using a stack and saving the presets of all picked up weapons, its simple enough to do

Subject: Re: Weapon Drops/Keeping the Weapon
Posted by [reborn](#) on Tue, 02 Dec 2008 08:48:21 GMT
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Obviously if you're prepared to release your working solution to the problem to Gen, then that's great. You're not stepping on my toes at all, shoot away man .

I can't remember how the early version of DA did this, and I don't have the source anymore since my external hard drive broke down. But it's probably still hosted somewhere, I am happy to give it a go and use that as a base for re-creating it if you're reluctant to hand him your source/plugin/whatever.

Subject: Re: Weapon Drops/Keeping the Weapon
Posted by [Gen_Blacky](#) on Tue, 02 Dec 2008 15:40:20 GMT
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I also once had the scripts for this but wasn't sure sure who originally made them but I lost them long ago. That would be cool if someone would help me with this since im not a reny scripter.

Subject: Re: Weapon Drops/Keeping the Weapon
Posted by [reborn](#) on Tue, 02 Dec 2008 16:46:44 GMT
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I'm happy to help, but I'm not sure if Hex was offering his or just giving you a general pointer in what direction to go...
If he is happy to share then go with that obviously. Otherwise, I'll provide the source here, if I can reproduce it that is...

Subject: Re: Weapon Drops/Keeping the Weapon
Posted by [cAmpa](#) on Wed, 03 Dec 2008 08:16:18 GMT
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here, this is my backpack script:

```
.cpp

void cAMpa_Weapon_BackPack::Created(GameObject *obj)
{
    Commands->Start_Timer(obj,this,6.0f,2);
    GameObject *player = Get_GameObj(Get_Int_Parameter("ID"));

    if (Has_Weapon(player,"Weapon_AutoRifle_Player"))
        this->miniGunGdi = true;
    else
        this->miniGunGdi = false;
    if (Has_Weapon(player,"Weapon_AutoRifle_Player_Nod"))
        this->miniGunNod = true;
    else
        this->miniGunNod = false;
    if (Has_Weapon(player,"Weapon_Chaingun_Player"))
        this->chainGunGdi = true;
    else
        this->chainGunGdi = false;
    if (Has_Weapon(player,"Weapon_Chaingun_Player_Nod"))
        this->chainGunNod = true;
    else
        this->chainGunNod = false;
    if (Has_Weapon(player,"Weapon_ChemSprayer_Player"))
        this->chemSprayer = true;
    else
        this->chemSprayer = false;
```

```

if (Has_Weapon(player,"CNC_Weapon_Flamethrower_Player"))
    this->flameThrower = true;
else
    this->flameThrower = false;
if (Has_Weapon(player,"Weapon_GrenadeLauncher_Player"))
    this->grenadeLauncher = true;
else
    this->grenadeLauncher = false;
if (Has_Weapon(player,"Weapon_LaserChaingun_Player"))
    this->laserChainGun = true;
else
    this->laserChainGun = false;
if (Has_Weapon(player,"Weapon_LaserRifle_Player"))
    this->laserRifle = true;
else
    this->laserRifle = false;
if (Has_Weapon(player,"Weapon_MineProximity_Player"))
    this->mineProxy = true;
else
    this->mineProxy = false;
if (Has_Weapon(player,"Weapon_PersonallonCannon_Player"))
    this->perslonCannon = true;
else
    this->perslonCannon = false;
if (Has_Weapon(player,"Weapon_Railgun_Player"))
    this->railGun = true;
else
    this->railGun = false;
if (Has_Weapon(player,"Weapon_RamjetRifle_Player") ||
Has_Weapon(player,"CnC_Weapon_RamjetRifle_Player"))
    this->ramjet = true;
else
    this->ramjet = false;
if (Has_Weapon(player,"Weapon_RepairGun_Player") ||
Has_Weapon(player,"CnC_Weapon_RepairGun_Player_Special"))
    this->repairGun = true;
else
    this->repairGun = false;
if (Has_Weapon(player,"Weapon_RocketLauncher_Player"))
    this->rocketLauncher = true;
else
    this->rocketLauncher = false;
if (Has_Weapon(player,"CnC_Weapon_RocketLauncher_Player"))
    this->rocketGunner = true;
else
    this->rocketGunner = false;
if (Has_Weapon(player,"Weapon_Shotgun_Player"))
    this->shotGun = true;

```

```

else
    this->shotGun = false;
if (Has_Weapon(player,"Weapon_SniperRifle_Player"))
    this->sniperRifle = true;
else
    this->sniperRifle = false;
if (Has_Weapon(player,"Weapon_TiberiumAutoRifle_Player"))
    this->tibAutoRifle = true;
else
    this->tibAutoRifle = false;
if (Has_Weapon(player,"Weapon_TiberiumFlechetteGun_Player"))
    this->flechetteGun = true;
else
    this->flechetteGun = false;
if (Has_Weapon(player,"Weapon_VoltAutoRifle_Player"))
    this->voltAutoRifleGdi = true;
else
    this->voltAutoRifleGdi = false;
if (Has_Weapon(player,"Weapon_VoltAutoRifle_Player_Nod"))
    this->voltAutoRifleNod = true;
else
    this->voltAutoRifleNod = false;
}

```

```

void cAMpa_Weapon_BackPack::Custom(GameObject *obj, int message, int param, GameObject
*sender)
{
    if (message == 1000000025)
    {
        int rnd = Commands->Get_Random_Int(1,100);
        if (rnd <= 5)
        {
            Commands->Apply_Damage(sender,99999,"Explosion_Mine_Remote_01",0);
            page(sender,"[RC] You picked up a bomb-backpack, haha its blowed.", false);
        }
        else
        {
            Create_2D_WAV_Sound_Player(sender,"m00psbk_aqob0004i1evag_snd.wav");
            if (this->miniGunGdi)    Commands->Give_Powerup(sender,"POW_AutoRifle_Player",false);
            if (this->miniGunNod)
            Commands->Give_Powerup(sender,"POW_AutoRifle_Player_Nod",false);
            if (this->chainGunGdi)    Commands->Give_Powerup(sender,"POW_Chaingun_Player",false);
            if (this->chainGunNod)
            Commands->Give_Powerup(sender,"POW_Chaingun_Player_Nod",false);
            if (this->chemSprayer)
            Commands->Give_Powerup(sender,"POW_ChemSprayer_Player",false);
            if (this->flameThrower)
            Commands->Give_Powerup(sender,"POW_Flamethrower_Player",false);

```

```

    if (this->grenadeLauncher)
Commands->Give_Powerup(sender,"POW_GrenadeLauncher_Player",false);
    if (this->laserChainGun)
Commands->Give_Powerup(sender,"POW_LaserChaingun_Player",false);
    if (this->laserRifle)    Commands->Give_Powerup(sender,"POW_LaserRifle_Player",false);
    if (this->mineProxy)
Commands->Give_Powerup(sender,"POW_MineProximity_Player",false);
    if (this->perslonCannon)
Commands->Give_Powerup(sender,"POW_PersonallonCannon_Player",false);
    if (this->railGun)    Commands->Give_Powerup(sender,"POW_Railgun_Player",false);
    if (this->ramjet)    Commands->Give_Powerup(sender,"POW_RamjetRifle_Player",false);
    if (this->repairGun)    Commands->Give_Powerup(sender,"POW_RepairGun_Player",false);
    if (this->rocketLauncher)
Commands->Give_Powerup(sender,"POW_RocketLauncher_Player",false);
    if (this->rocketGunner)
Commands->Give_Powerup(sender,"CnC_POW_RocketLauncher_Player",false);
    if (this->shotGun)    Commands->Give_Powerup(sender,"POW_Shotgun_Player",false);
    if (this->sniperRifle)    Commands->Give_Powerup(sender,"POW_SniperRifle_Player",false);
    if (this->tibAutoRifle)
Commands->Give_Powerup(sender,"POW_TiberiumAutoRifle_Player",false);
    if (this->flechetteGun)
Commands->Give_Powerup(sender,"POW_TiberiumFlechetteGun_Player",false);
    if (this->voltAutoRifleGdi)
Commands->Give_Powerup(sender,"POW_VoltAutoRifle_Player",false);
    if (this->voltAutoRifleNod)
Commands->Give_Powerup(sender,"CnC_POW_VoltAutoRifle_Player_Nod",false);
}
}
}

```

```

void cAMpa_Weapon_BackPack::Timer_Expired(GameObject *obj, int number)
{
    if (number == 1)
    {
        Commands->Expire_Powerup(obj);
        Commands->Destroy_Object(obj);
    }
    else if (number == 2)
    {
        Commands->Start_Timer(obj,this,2.0f,1);
        Commands->Create_Object("Spawner Created Special Effect",Commands->Get_Position(obj));
    }
}

```

```

ScriptRegistrant<cAMpa_Weapon_BackPack>cAMpa_Weapon_BackPack_Registrant("cAMpa_Weapon_BackPack","ID:int");

```

.h

```
class cAMpa_Weapon_BackPack : public ScriptImpClass
{
private:
    bool miniGunGdi;
    bool miniGunNod;
    bool chainGunGdi;
    bool chainGunNod;
    bool chemSprayer;
    bool flameThrower;
    bool grenadeLauncher;
    bool laserChainGun;
    bool laserRifle;
    bool mineProxy;
    bool perslonCannon;
    bool railGun;
    bool ramjet;
    bool repairGun;
    bool rocketLauncher;
    bool rocketGunner;
    bool shotGun;
    bool sniperRifle;
    bool tibAutoRifle;
    bool flechetteGun;
    bool voltAutoRifleGdi;
    bool voltAutoRifleNod;
public:
    void Created(GameObject *obj);
    void Custom(GameObject *obj, int message, int param, GameObject *sender);
    void Timer_Expired(GameObject *obj, int number);
};
```

Subject: Re: Weapon Drops/Keeping the Weapon
Posted by [Scrin](#) on Wed, 03 Dec 2008 08:17:43 GMT
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lol, i really want to play on your server again

Subject: Re: Weapon Drops/Keeping the Weapon
Posted by [Omar007](#) on Wed, 03 Dec 2008 17:15:28 GMT
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He Campa, will this script be in 4.0 or would we have to compile ourself??

If i may compile myself, what are the names of the .h + .cpp files i may add this code too or a new file name or doesn't mind you???

Subject: Re: Weapon Drops/Keeping the Weapon
Posted by [Gen_Blacky](#) on Wed, 03 Dec 2008 18:28:46 GMT
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thanks a lot campa i will go test it soon

Subject: Re: Weapon Drops/Keeping the Weapon
Posted by [cAmpa](#) on Wed, 03 Dec 2008 18:38:05 GMT
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It's not in 4.0 yet, (But they could add it if they want)
you can add it where you want.

Create new files, or for example if you are using SSGM copy it in "gmscripts.cpp" / "gmscripts.h".

Subject: Re: Weapon Drops/Keeping the Weapon
Posted by [Omar007](#) on Wed, 03 Dec 2008 18:44:01 GMT
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Cool
I've added and compiled them

Subject: Re: Weapon Drops/Keeping the Weapon
Posted by [Gen_Blacky](#) on Wed, 03 Dec 2008 19:01:10 GMT
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what did i do wrong

on this line

```
page(sender,"[RC] You picked up a bomb-backpack, haha its blowed.", false)
```

```
error C3861: 'page': identifier not found
```

Subject: Re: Weapon Drops/Keeping the Weapon

Posted by [Omar007](#) on Wed, 03 Dec 2008 19:06:29 GMT

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NVM

Subject: Re: Weapon Drops/Keeping the Weapon

Posted by [Mackinsey](#) on Wed, 03 Dec 2008 19:16:18 GMT

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Gen_Blacky wrote on Wed, 03 December 2008 13:01 what did i do wrong

on this line

```
page(sender, "[RC] You picked up a bomb-backpack, haha its blowed.", false)
```

```
error C3861: 'page': identifier not found
```

Try

```
Console_Input(StrFormat("ppage %d You picked up a bomb-backpack, haha its  
blowed.", ID).c_str());
```

Subject: Re: Weapon Drops/Keeping the Weapon

Posted by [Gen_Blacky](#) on Wed, 03 Dec 2008 19:27:21 GMT

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Mackinsey wrote on Wed, 03 December 2008 13:16 Gen_Blacky wrote on Wed, 03 December 2008 13:01 what did i do wrong

on this line

```
page(sender, "[RC] You picked up a bomb-backpack, haha its blowed.", false)
```

```
error C3861: 'page': identifier not found
```

Try

```
Console_Input(StrFormat("ppage %d You picked up a bomb-backpack, haha its  
blowed.", ID).c_str());
```

gave me 2 errors

Subject: Re: Weapon Drops/Keeping the Weapon

Posted by [YazooGang](#) on Wed, 03 Dec 2008 20:12:31 GMT

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Gen_Blacky wrote on Wed, 03 December 2008 13:27MacKinsey wrote on Wed, 03 December 2008 13:16Gen_Blacky wrote on Wed, 03 December 2008 13:01what did i do wrong

on this line

```
page(sender, "[RC] You picked up a bomb-backpack, haha its blowed.", false)
```

```
error C3861: 'page': identifier not found
```

Try

```
Console_Input(StrFormat("ppage %d You picked up a bomb-backpack, haha its blowed.", ID).c_str());
```

gave me 2 errors

that message says that its a bomb... is that true?

Subject: Re: Weapon Drops/Keeping the Weapon
Posted by [cAmpa](#) on Thu, 04 Dec 2008 09:56:10 GMT

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Oh yes, i forgot that.

Delete

```
page(sender, "[RC] You picked up a bomb-backpack, haha its blowed.", false);
```

and replace it with

```
char input[256];  
_snprintf(input, sizeof(input), "ppage %d [RC] You picked up a bomb-backpack, haha its blowed.",  
Get_Player_ID(sender));  
Console_Input(input);
```

Quote:that message says that its a bomb... is that true?

Yes, there is a 5% chance to pickup the bomb.

If you don't want that, replace:

```
void cAMpa_Weapon_BackPack::Custom(GameObject *obj, int message, int param, GameObject  
*sender)  
{
```

```

if (message == 100000025)
{
int rnd = Commands->Get_Random_Int(1,100);
if (rnd <= 5)
{
Commands->Apply_Damage(sender,99999,"Explosion_Mine_Remote_01",0);
page(sender,"[RC] You picked up a bomb-backpack, haha its blowed.", false);
}
else
{
Create_2D_WAV_Sound_Player(sender,"m00psbk_aqob0004i1evag_snd.wav");
if (this->miniGunGdi) Commands->Give_Powerup(sender,"POW_AutoRifle_Player",false);
if (this->miniGunNod)
Commands->Give_Powerup(sender,"POW_AutoRifle_Player_Nod",false);
if (this->chainGunGdi) Commands->Give_Powerup(sender,"POW_Chaingun_Player",false);
if (this->chainGunNod)
Commands->Give_Powerup(sender,"POW_Chaingun_Player_Nod",false);
if (this->chemSprayer)
Commands->Give_Powerup(sender,"POW_ChemSprayer_Player",false);
if (this->flameThrower)
Commands->Give_Powerup(sender,"POW_Flamethrower_Player",false);
if (this->grenadeLauncher)
Commands->Give_Powerup(sender,"POW_GrenadeLauncher_Player",false);
if (this->laserChainGun)
Commands->Give_Powerup(sender,"POW_LaserChaingun_Player",false);
if (this->laserRifle) Commands->Give_Powerup(sender,"POW_LaserRifle_Player",false);
if (this->mineProxy)
Commands->Give_Powerup(sender,"POW_MineProximity_Player",false);
if (this->perslonCannon)
Commands->Give_Powerup(sender,"POW_PersonallonCannon_Player",false);
if (this->railGun) Commands->Give_Powerup(sender,"POW_Railgun_Player",false);
if (this->ramjet) Commands->Give_Powerup(sender,"POW_RamjetRifle_Player",false);
if (this->repairGun) Commands->Give_Powerup(sender,"POW_RepairGun_Player",false);
if (this->rocketLauncher)
Commands->Give_Powerup(sender,"POW_RocketLauncher_Player",false);
if (this->rocketGunner)
Commands->Give_Powerup(sender,"CnC_POW_RocketLauncher_Player",false);
if (this->shotGun) Commands->Give_Powerup(sender,"POW_Shotgun_Player",false);
if (this->sniperRifle) Commands->Give_Powerup(sender,"POW_SniperRifle_Player",false);
if (this->tibAutoRifle)
Commands->Give_Powerup(sender,"POW_TiberiumAutoRifle_Player",false);
if (this->flechetteGun)
Commands->Give_Powerup(sender,"POW_TiberiumFlechetteGun_Player",false);
if (this->voltAutoRifleGdi)
Commands->Give_Powerup(sender,"POW_VoltAutoRifle_Player",false);
if (this->voltAutoRifleNod)
Commands->Give_Powerup(sender,"CnC_POW_VoltAutoRifle_Player_Nod",false);
}
}

```

```
}  
}
```

with:

```
void cAMpa_Weapon_BackPack::Custom(GameObject *obj, int message, int param, GameObject  
*sender)  
{  
  if (message == 1000000025)  
  {  
    Create_2D_WAV_Sound_Player(sender,"m00psbk_aqob0004i1evag_snd.wav");  
    if (this->miniGunGdi)    Commands->Give_Powerup(sender,"POW_AutoRifle_Player",false);  
    if (this->miniGunNod)  
    Commands->Give_Powerup(sender,"POW_AutoRifle_Player_Nod",false);  
    if (this->chainGunGdi)    Commands->Give_Powerup(sender,"POW_Chaingun_Player",false);  
    if (this->chainGunNod)  
    Commands->Give_Powerup(sender,"POW_Chaingun_Player_Nod",false);  
    if (this->chemSprayer)  
    Commands->Give_Powerup(sender,"POW_ChemSprayer_Player",false);  
    if (this->flameThrower)  
    Commands->Give_Powerup(sender,"POW_Flamethrower_Player",false);  
    if (this->grenadeLauncher)  
    Commands->Give_Powerup(sender,"POW_GrenadeLauncher_Player",false);  
    if (this->laserChainGun)  
    Commands->Give_Powerup(sender,"POW_LaserChaingun_Player",false);  
    if (this->laserRifle)    Commands->Give_Powerup(sender,"POW_LaserRifle_Player",false);  
    if (this->mineProxy)  
    Commands->Give_Powerup(sender,"POW_MineProximity_Player",false);  
    if (this->perslonCannon)  
    Commands->Give_Powerup(sender,"POW_PersonallonCannon_Player",false);  
    if (this->railGun)      Commands->Give_Powerup(sender,"POW_Railgun_Player",false);  
    if (this->ramjet)      Commands->Give_Powerup(sender,"POW_RamjetRifle_Player",false);  
    if (this->repairGun)   Commands->Give_Powerup(sender,"POW_RepairGun_Player",false);  
    if (this->rocketLauncher)  
    Commands->Give_Powerup(sender,"POW_RocketLauncher_Player",false);  
    if (this->rocketGunner)  
    Commands->Give_Powerup(sender,"CnC_POW_RocketLauncher_Player",false);  
    if (this->shotGun)     Commands->Give_Powerup(sender,"POW_Shotgun_Player",false);  
    if (this->sniperRifle) Commands->Give_Powerup(sender,"POW_SniperRifle_Player",false);  
    if (this->tibAutoRifle)  
    Commands->Give_Powerup(sender,"POW_TiberiumAutoRifle_Player",false);  
    if (this->flechetteGun)  
    Commands->Give_Powerup(sender,"POW_TiberiumFlechetteGun_Player",false);  
    if (this->voltAutoRifleGdi)  
    Commands->Give_Powerup(sender,"POW_VoltAutoRifle_Player",false);  
    if (this->voltAutoRifleNod)  
    Commands->Give_Powerup(sender,"CnC_POW_VoltAutoRifle_Player_Nod",false);  
  }  
}
```

}

Subject: Re: Weapon Drops/Keeping the Weapon
Posted by [Omar007](#) on Thu, 04 Dec 2008 13:44:33 GMT
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You could also replace

```
if (rnd <= 5)
{
    Commands->Apply_Damage(sender,99999,"Explosion_Mine_Remote_01",0);

    char input[256];
    _snprintf(input,sizeof(input), "ppage %d [RC] You picked up a bomb-backpack, haha its
blowed.", Get_Player_ID(sender));
    Console_Input(input);
}
```

With

```
if (rnd <= 0)
{
    Commands->Apply_Damage(sender,99999,"Explosion_Mine_Remote_01",0);

    char input[256];
    _snprintf(input,sizeof(input), "ppage %d [RC] You picked up a bomb-backpack, haha its
blowed.", Get_Player_ID(sender));
    Console_Input(input);
}
```

So you can easily set it back on if you decide to use it later
This is always FALSE because the random number can't become 0. The range is only 1-100 (for
all ppl that don't know much about programming)

Subject: Re: Weapon Drops/Keeping the Weapon
Posted by [Jerad2142](#) on Thu, 04 Dec 2008 14:46:54 GMT
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If you didn't want any bombs all you have to do is:

```
char input[256];
_snprintf(input,sizeof(input), "ppage %d [RC] You picked up a bomb-backpack, haha its blowed.",
Get_Player_ID(sender));
Console_Input(input);
```

Quote:that messsage says that its a bomb... is that true?

Yes, there is a 5% chance to pickup the bomb.

If you don't want that, replace:

```
void cAMpa_Weapon_BackPack::Custom(GameObject *obj, int message, int param, GameObject
*sender)
{
if (message == 1000000025)
{
/*int rnd = Commands->Get_Random_Int(1,100);
if (rnd <= 5)
{
Commands->Apply_Damage(sender,99999,"Explosion_Mine_Remote_01",0);
page(sender,"[RC] You picked up a bomb-backpack, haha its blowed.", false);
}
else*/
{
Create_2D_WAV_Sound_Player(sender,"m00psbk_aqob0004i1evag_snd.wav");
if (this->miniGunGdi) Commands->Give_Powerup(sender,"POW_AutoRifle_Player",false);
if (this->miniGunNod)
Commands->Give_Powerup(sender,"POW_AutoRifle_Player_Nod",false);
if (this->chainGunGdi) Commands->Give_Powerup(sender,"POW_Chaingun_Player",false);
if (this->chainGunNod)
Commands->Give_Powerup(sender,"POW_Chaingun_Player_Nod",false);
if (this->chemSprayer)
Commands->Give_Powerup(sender,"POW_ChemSprayer_Player",false);
if (this->flameThrower)
Commands->Give_Powerup(sender,"POW_Flamethrower_Player",false);
if (this->grenadeLauncher)
Commands->Give_Powerup(sender,"POW_GrenadeLauncher_Player",false);
if (this->laserChainGun)
Commands->Give_Powerup(sender,"POW_LaserChaingun_Player",false);
if (this->laserRifle) Commands->Give_Powerup(sender,"POW_LaserRifle_Player",false);
if (this->mineProxy)
Commands->Give_Powerup(sender,"POW_MineProximity_Player",false);
if (this->perslonCannon)
Commands->Give_Powerup(sender,"POW_PersonallonCannon_Player",false);
if (this->railGun) Commands->Give_Powerup(sender,"POW_Railgun_Player",false);
if (this->ramjet) Commands->Give_Powerup(sender,"POW_RamjetRifle_Player",false);
if (this->repairGun) Commands->Give_Powerup(sender,"POW_RepairGun_Player",false);
if (this->rocketLauncher)
Commands->Give_Powerup(sender,"POW_RocketLauncher_Player",false);
```

```
if (this->rocketGunner)
Commands->Give_Powerup(sender,"CnC_POW_RocketLauncher_Player",false);
if (this->shotGun)      Commands->Give_Powerup(sender,"POW_Shotgun_Player",false);
if (this->sniperRifle)  Commands->Give_Powerup(sender,"POW_SniperRifle_Player",false);
if (this->tibAutoRifle)
Commands->Give_Powerup(sender,"POW_TiberiumAutoRifle_Player",false);
if (this->flechetteGun)
Commands->Give_Powerup(sender,"POW_TiberiumFlechetteGun_Player",false);
if (this->voltAutoRifleGdi)
Commands->Give_Powerup(sender,"POW_VoltAutoRifle_Player",false);
if (this->voltAutoRifleNod)
Commands->Give_Powerup(sender,"CnC_POW_VoltAutoRifle_Player_Nod",false);
}
}
}
```

Subject: Re: Weapon Drops/Keeping the Weapon
Posted by [Omar007](#) on Thu, 04 Dec 2008 15:18:58 GMT
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That's true but i had seen my way as easier

Except this:

Jerad Gray wrote on Thu, 04 December 2008 15:46If you didn't want any bombs all you have to do is:

```
char input[256];
_sprintf(input,sizeof(input), "page %d [RC] You picked up a bomb-backpack, haha its blowed.",
Get_Player_ID(sender));
Console_Input(input);
```

This is only the correct code for displaying the message.

This was not working:

```
page(sender,"[RC] You picked up a bomb-backpack, haha its blowed.", false);
```

That other code does.

Subject: Re: Weapon Drops/Keeping the Weapon
Posted by [Gen_Blacky](#) on Sun, 14 Dec 2008 08:22:14 GMT
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Bump

This part of the code keeps crashing the server when a player dies does anyone know why.

```

GameObject *player = Get_GameObj(Get_Int_Parameter("ID"));

if (Has_Weapon(player,"Weapon_AutoRifle_Player"))
    this->miniGunGdi = true;
else
    this->miniGunGdi = false;
if (Has_Weapon(player,"Weapon_AutoRifle_Player_Nod"))
    this->miniGunNod = true;
else
    this->miniGunNod = false;
if (Has_Weapon(player,"Weapon_Chaingun_Player"))
    this->chainGunGdi = true;
else
    this->chainGunGdi = false;
if (Has_Weapon(player,"Weapon_Chaingun_Player_Nod"))
    this->chainGunNod = true;
else
    this->chainGunNod = false;
if (Has_Weapon(player,"Weapon_ChemSprayer_Player"))
    this->chemSprayer = true;
else
    this->chemSprayer = false;
if (Has_Weapon(player,"CNC_Weapon_Flamethrower_Player"))
    this->flameThrower = true;
else
    this->flameThrower = false;
if (Has_Weapon(player,"Weapon_GrenadeLauncher_Player"))
    this->grenadeLauncher = true;
else
    this->grenadeLauncher = false;
if (Has_Weapon(player,"Weapon_LaserChaingun_Player"))
    this->laserChainGun = true;
else
    this->laserChainGun = false;
if (Has_Weapon(player,"Weapon_LaserRifle_Player"))
    this->laserRifle = true;
else
    this->laserRifle = false;
if (Has_Weapon(player,"Weapon_MineProximity_Player"))
    this->mineProxy = true;
else
    this->mineProxy = false;
if (Has_Weapon(player,"Weapon_PersonallonCannon_Player"))
    this->perslonCannon = true;
else

```

```
this->perslonCannon = false;
if (Has_Weapon(player,"Weapon_Railgun_Player"))
    this->railGun = true;
else
    this->railGun = false;
if (Has_Weapon(player,"Weapon_RamjetRifle_Player") ||
Has_Weapon(player,"CnC_Weapon_RamjetRifle_Player"))
    this->ramjet = true;
else
    this->ramjet = false;
if (Has_Weapon(player,"Weapon_RepairGun_Player") ||
Has_Weapon(player,"CnC_Weapon_RepairGun_Player_Special"))
    this->repairGun = true;
else
    this->repairGun = false;
if (Has_Weapon(player,"Weapon_RocketLauncher_Player"))
    this->rocketLauncher = true;
else
    this->rocketLauncher = false;
if (Has_Weapon(player,"CnC_Weapon_RocketLauncher_Player"))
    this->rocketGunner = true;
else
    this->rocketGunner = false;
if (Has_Weapon(player,"Weapon_Shotgun_Player"))
    this->shotGun = true;
else
    this->shotGun = false;
if (Has_Weapon(player,"Weapon_SniperRifle_Player"))
    this->sniperRifle = true;
else
    this->sniperRifle = false;
if (Has_Weapon(player,"Weapon_TiberiumAutoRifle_Player"))
    this->tibAutoRifle = true;
else
    this->tibAutoRifle = false;
if (Has_Weapon(player,"Weapon_TiberiumFlechetteGun_Player"))
    this->flechetteGun = true;
else
    this->flechetteGun = false;
if (Has_Weapon(player,"Weapon_VoltAutoRifle_Player"))
    this->voltAutoRifleGdi = true;
else
    this->voltAutoRifleGdi = false;
if (Has_Weapon(player,"Weapon_VoltAutoRifle_Player_Nod"))
    this->voltAutoRifleNod = true;
else
    this->voltAutoRifleNod = false;
}
```

Subject: Re: Weapon Drops/Keeping the Weapon
Posted by [cAmpa](#) on Sun, 14 Dec 2008 16:32:45 GMT
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How do you attach that script?

Subject: Re: Weapon Drops/Keeping the Weapon
Posted by [Gen_Blacky](#) on Sun, 14 Dec 2008 19:40:26 GMT
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I attached it to MDB_SSGM_Player backpack script and used your script instead of using MDB_SSGM_Drop_Weapon.

Subject: Re: Weapon Drops/Keeping the Weapon
Posted by [cAmpa](#) on Sun, 14 Dec 2008 19:44:42 GMT
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Code.

Subject: Re: Weapon Drops/Keeping the Weapon
Posted by [Gen_Blacky](#) on Sun, 14 Dec 2008 20:00:33 GMT
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Your code

```
void Backpack_Weapon_Drop::Created(GameObject *obj) {
    Commands->Start_Timer(obj,this,8.0f,1);
    Commands->Start_Timer(obj,this,6.0f,2);
    GameObject *player = Get_GameObj(Get_Int_Parameter("ID"));

    if (Has_Weapon(player,"Weapon_AutoRifle_Player"))
        this->miniGunGdi = true;
    else
        this->miniGunGdi = false;
    if (Has_Weapon(player,"Weapon_AutoRifle_Player_Nod"))
        this->miniGunNod = true;
    else
        this->miniGunNod = false;
    if (Has_Weapon(player,"Weapon_Chaingun_Player"))
        this->chainGunGdi = true;
    else
        this->chainGunGdi = false;
    if (Has_Weapon(player,"Weapon_Chaingun_Player_Nod"))
        this->chainGunNod = true;
```

```

else
  this->chainGunNod = false;
if (Has_Weapon(player,"Weapon_ChemSprayer_Player"))
  this->chemSprayer = true;
else
  this->chemSprayer = false;
if (Has_Weapon(player,"CNC_Weapon_Flamethrower_Player"))
  this->flameThrower = true;
else
  this->flameThrower = false;
if (Has_Weapon(player,"Weapon_GrenadeLauncher_Player"))
  this->grenadeLauncher = true;
else
  this->grenadeLauncher = false;
if (Has_Weapon(player,"Weapon_LaserChaingun_Player"))
  this->laserChainGun = true;
else
  this->laserChainGun = false;
if (Has_Weapon(player,"Weapon_LaserRifle_Player"))
  this->laserRifle = true;
else
  this->laserRifle = false;
if (Has_Weapon(player,"Weapon_MineProximity_Player"))
  this->mineProxy = true;
else
  this->mineProxy = false;
if (Has_Weapon(player,"Weapon_PersonallonCannon_Player"))
  this->perslonCannon = true;
else
  this->perslonCannon = false;
if (Has_Weapon(player,"Weapon_Railgun_Player"))
  this->railGun = true;
else
  this->railGun = false;
if (Has_Weapon(player,"Weapon_RamjetRifle_Player") ||
Has_Weapon(player,"CnC_Weapon_RamjetRifle_Player"))
  this->ramjet = true;
else
  this->ramjet = false;
if (Has_Weapon(player,"Weapon_RepairGun_Player") ||
Has_Weapon(player,"CnC_Weapon_RepairGun_Player_Special"))
  this->repairGun = true;
else
  this->repairGun = false;
if (Has_Weapon(player,"Weapon_RocketLauncher_Player"))
  this->rocketLauncher = true;
else
  this->rocketLauncher = false;

```

```

if (Has_Weapon(player,"CnC_Weapon_RocketLauncher_Player"))
    this->rocketGunner = true;
else
    this->rocketGunner = false;
if (Has_Weapon(player,"Weapon_Shotgun_Player"))
    this->shotGun = true;
else
    this->shotGun = false;
if (Has_Weapon(player,"Weapon_SniperRifle_Player"))
    this->sniperRifle = true;
else
    this->sniperRifle = false;
if (Has_Weapon(player,"Weapon_TiberiumAutoRifle_Player"))
    this->tibAutoRifle = true;
else
    this->tibAutoRifle = false;
if (Has_Weapon(player,"Weapon_TiberiumFlechetteGun_Player"))
    this->flechetteGun = true;
else
    this->flechetteGun = false;
if (Has_Weapon(player,"Weapon_VoltAutoRifle_Player"))
    this->voltAutoRifleGdi = true;
else
    this->voltAutoRifleGdi = false;
if (Has_Weapon(player,"Weapon_VoltAutoRifle_Player_Nod"))
    this->voltAutoRifleNod = true;
else
    this->voltAutoRifleNod = false;
}

```

```

void Backpack_Weapon_Drop::Custom(GameObject *obj, int message, int param, GameObject
*sender) {
//if (message == 1000000025) {
if (message == 1000000025)
{
    Create_2D_WAV_Sound_Player(sender,"m00psbk_aqob0004i1evag_snd.wav");
    if (this->miniGunGdi)    Commands->Give_Powerup(sender,"POW_AutoRifle_Player",false);
    if (this->miniGunNod)
Commands->Give_Powerup(sender,"POW_AutoRifle_Player_Nod",false);
    if (this->chainGunGdi)    Commands->Give_Powerup(sender,"POW_Chaingun_Player",false);
    if (this->chainGunNod)
Commands->Give_Powerup(sender,"POW_Chaingun_Player_Nod",false);
    if (this->chemSprayer)
Commands->Give_Powerup(sender,"POW_ChemSprayer_Player",false);
    if (this->flameThrower)
Commands->Give_Powerup(sender,"POW_Flamethrower_Player",false);
    if (this->grenadeLauncher)
Commands->Give_Powerup(sender,"POW_GrenadeLauncher_Player",false);
}
}

```

```

if (this->laserChainGun)
Commands->Give_Powerup(sender,"POW_LaserChaingun_Player",false);
if (this->laserRifle)    Commands->Give_Powerup(sender,"POW_LaserRifle_Player",false);
if (this->mineProxy)
Commands->Give_Powerup(sender,"POW_MineProximity_Player",false);
if (this->perslonCannon)
Commands->Give_Powerup(sender,"POW_PersonallonCannon_Player",false);
if (this->railGun)    Commands->Give_Powerup(sender,"POW_Railgun_Player",false);
if (this->ramjet)    Commands->Give_Powerup(sender,"POW_RamjetRifle_Player",false);
if (this->repairGun)    Commands->Give_Powerup(sender,"POW_RepairGun_Player",false);
if (this->rocketLauncher)
Commands->Give_Powerup(sender,"POW_RocketLauncher_Player",false);
if (this->rocketGunner)
Commands->Give_Powerup(sender,"CnC_POW_RocketLauncher_Player",false);
if (this->shotGun)    Commands->Give_Powerup(sender,"POW_Shotgun_Player",false);
if (this->sniperRifle)    Commands->Give_Powerup(sender,"POW_SniperRifle_Player",false);
if (this->tibAutoRifle)
Commands->Give_Powerup(sender,"POW_TiberiumAutoRifle_Player",false);
if (this->flechetteGun)
Commands->Give_Powerup(sender,"POW_TiberiumFlechetteGun_Player",false);
if (this->voltAutoRifleGdi)
Commands->Give_Powerup(sender,"POW_VoltAutoRifle_Player",false);
if (this->voltAutoRifleNod)
Commands->Give_Powerup(sender,"CnC_POW_VoltAutoRifle_Player_Nod",false);
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_POW_MineRemote_02"))
{
Create_2D_WAV_Sound_Player(sender,"m00pac4_aqob0004i1evag_snd.wav");
}
else if (strstr(Commands->Get_Preset_Name(obj),"POW_AutoRifle_Player"))
{
Create_2D_WAV_Sound_Player(sender,"m00pwar_aqob0004i1evag_snd.wav");
}
else if (strstr(Commands->Get_Preset_Name(obj),"POW_AutoRifle_Player_Nod"))
{
Create_2D_WAV_Sound_Player(sender,"m00pwar_aqob0004i1evag_snd.wav");
}
else if (strstr(Commands->Get_Preset_Name(obj),"POW_Chaingun_Player"))
{
Create_2D_WAV_Sound_Player(sender,"m00pwcg_aqob0004i1evag_snd.wav");
}
else if (strstr(Commands->Get_Preset_Name(obj),"POW_Chaingun_Player_Nod"))
{
Create_2D_WAV_Sound_Player(sender,"m00pwcg_aqob0004i1evag_snd.wav");
}
else if (strstr(Commands->Get_Preset_Name(obj),"POW_ChemSprayer_Player"))
{
Create_2D_WAV_Sound_Player(sender,"m00pwcs_aqob0004i1evag_snd.wav");
}

```

```

}
else if (strstr(Commands->Get_Preset_Name(obj),"POW_Flamethrower_Player"))
{
    Create_2D_WAV_Sound_Player(sender,"m00pwft_aqob0001i1evag_snd.wav");
}
else if (strstr(Commands->Get_Preset_Name(obj),"POW_GrenadeLauncher_Player"))
{
    Create_2D_WAV_Sound_Player(sender,"m00pwgl_aqob0004i1evag_snd.wav");
}
else if (strstr(Commands->Get_Preset_Name(obj),"POW_LaserChaingun_Player"))
{
    Create_2D_WAV_Sound_Player(sender,"m00pwlc_aqob0004i1evag_snd.wav");
}
else if (strstr(Commands->Get_Preset_Name(obj),"POW_LaserRifle_Player"))
{
    Create_2D_WAV_Sound_Player(sender,"m00pwlr_aqob0004i1evag_snd.wav");
}
else if (strstr(Commands->Get_Preset_Name(obj),"POW_RepairGun_Player"))
{
    Create_2D_WAV_Sound_Player(sender,"m00pwrp_aqob0001i1evag_snd.wav");
}
else if (strstr(Commands->Get_Preset_Name(obj),"POW_PersonallonCannon_Player"))
{
    Create_2D_WAV_Sound_Player(sender,"m00pwpi_aqob0004i1evag_snd.wav");
}
else if (strstr(Commands->Get_Preset_Name(obj),"POW_Railgun_Player"))
{
    Create_2D_WAV_Sound_Player(sender,"m00pwrg_aqob0004i1evag_snd.wav");
}
else if (strstr(Commands->Get_Preset_Name(obj),"POW_RamjetRifle_Player"))
{
    Create_2D_WAV_Sound_Player(sender,"m00pwrj_aqob0004i1evag_snd.wav");
}
else if (strstr(Commands->Get_Preset_Name(obj),"POW_RocketLauncher_Player"))
{
    Create_2D_WAV_Sound_Player(sender,"m00pwrl_aqob0004i1evag_snd.wav");
}
else if (strstr(Commands->Get_Preset_Name(obj),"POW_Shotgun_Player"))
{
    Create_2D_WAV_Sound_Player(sender,"m00pwps_aqob0004i1evag_snd.wav");
}
else if (strstr(Commands->Get_Preset_Name(obj),"POW_SniperRifle_Player"))
{
    Create_2D_WAV_Sound_Player(sender,"m00pwsr_aqob0004i1evag_snd.wav");
}
else if (strstr(Commands->Get_Preset_Name(obj),"POW_SniperRifle_Player_Nod"))
{
    Create_2D_WAV_Sound_Player(sender,"m00pwsr_aqob0004i1evag_snd.wav");
}

```

```

}
else if (strstr(Commands->Get_Preset_Name(obj),"POW_TiberiumAutoRifle_Player"))
{
    Create_2D_WAV_Sound_Player(sender,"m00pwtr_aqob0004i1evag_snd.wav");
}
else if (strstr(Commands->Get_Preset_Name(obj),"POW_TiberiumFlechetteGun_Player"))
{
    Create_2D_WAV_Sound_Player(sender,"m00pwtf_aqob0004i1evag_snd.wav");
}
else if (strstr(Commands->Get_Preset_Name(obj),"POW_VoltAutoRifle_Player"))
{
    Create_2D_WAV_Sound_Player(sender,"m00pwvr_aqob0004i1evag_snd.wav");
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_POW_VoltAutoRifle_Player_Nod"))
{
    Create_2D_WAV_Sound_Player(sender,"m00pwvr_aqob0004i1evag_snd.wav");

    Commands->Start_Timer(obj,this,6.0f,2);
}
}

```

```

void Backpack_Weapon_Drop::Timer_Expired(GameObject *obj, int number) {
    if (number == 1) {
        Commands->Expire_Powerup(obj);
        Commands->Destroy_Object(obj);
    }
    else if (number == 2) {
        Commands->Create_Object("Spawner Created Special Effect",Commands->Get_Position(obj));
    }
}

```

ssgm Player with your script attached

```

void MDB_SSGM_Player::Destroyed(GameObject *obj) {
    if (Settings->DestroyPlayerVeh && Get_Vehicle(obj)) {
        GameObject *Veh = Get_Vehicle(obj);
        if (Get_Vehicle_Driver(Veh) == obj) {
            Commands->Apply_Damage(Veh,99999,"Death",false);
        }
    }
}

```

```

if (!Data->Mod && Settings->DropWeapons && WasKilled) {
    WasKilled = false;
    Vector3 DeathPlace = Commands->Get_Position(obj);
    int RandomNum = Commands->Get_Random_Int(1,5);
    GameObject *BackpackScript = 0;
}

```

```

if (strstr(Commands->Get_Preset_Name(obj),"CnC_GDI_MiniGunner_0")) {
    BackpackScript = Commands->Create_Object("Weapon_AutoRifle_Player",DeathPlace);
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_Nod_Minigunner_0")) {
    BackpackScript = Commands->Create_Object("Weapon_AutoRifle_Player_Nod",DeathPlace);
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_GDI_MiniGunner_1Off")) {
    if (RandomNum == 1 || RandomNum == 2 || RandomNum == 3) {
        BackpackScript = Commands->Create_Object("POW_Chaingun_Player",DeathPlace);
    }
    else {
        BackpackScript = Commands->Create_Object("POW_Armor_100",DeathPlace);
    }
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_Nod_Minigunner_1Off")) {
    if (RandomNum == 1 || RandomNum == 2 || RandomNum == 3) {
        BackpackScript = Commands->Create_Object("POW_Chaingun_Player_Nod",DeathPlace);
    }
    else {
        BackpackScript = Commands->Create_Object("POW_Armor_100",DeathPlace);
    }
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_Nod_FlameThrower_1Off")) {
    if (RandomNum == 1 || RandomNum == 2 || RandomNum == 3) {
        BackpackScript = Commands->Create_Object("POW_ChemSprayer_Player",DeathPlace);
    }
    else {
        BackpackScript = Commands->Create_Object("POW_Armor_100",DeathPlace);
    }
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_Nod_FlameThrower_0")) {
    BackpackScript = Commands->Create_Object("POW_Flamethrower_Player",DeathPlace);
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_GDI_Grenadier_0")) {
    BackpackScript = Commands->Create_Object("POW_GrenadeLauncher_Player",DeathPlace);
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_Nod_RocketSoldier_2SF")) {
    if (RandomNum == 1 || RandomNum == 2) {
        BackpackScript = Commands->Create_Object("POW_LaserChaingun_Player",DeathPlace);
    }
    else {
        BackpackScript = Commands->Create_Object("POW_Armor_100",DeathPlace);
    }
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_Nod_FlameThrower_2SF")) {
    if (RandomNum == 1 || RandomNum == 2) {
        BackpackScript = Commands->Create_Object("POW_LaserRifle_Player",DeathPlace);
    }
}

```

```

else {
    BackpackScript = Commands->Create_Object("POW_Armor_100",DeathPlace);
}
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_Nod_Technician_0")) {
    if (RandomNum == 1 || RandomNum == 2 || RandomNum == 3) {
        BackpackScript = Commands->Create_Object("POW_RepairGun_Player",DeathPlace);
    }
    else {
        BackpackScript = Commands->Create_Object("POW_Armor_100",DeathPlace);
    }
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_GDI_Engineer_2SF")) {
    if (RandomNum == 1 || RandomNum == 2 || RandomNum == 3) {
        BackpackScript = Commands->Create_Object("POW_RepairGun_Player",DeathPlace);
    }
    else {
        BackpackScript = Commands->Create_Object("POW_Armor_100",DeathPlace);
    }
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_Nod_Engineer_0")) {
    BackpackScript = Commands->Create_Object("CnC_POW_MineRemote_02",DeathPlace);
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_GDI_Engineer_0")) {
    BackpackScript = Commands->Create_Object("CnC_POW_MineRemote_02",DeathPlace);
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_Sydney_PowerSuit")) {
    if (RandomNum == 1) {
        BackpackScript =
Commands->Create_Object("POW_PersonallonCannon_Player",DeathPlace);
    }
    else {
        BackpackScript = Commands->Create_Object("POW_Armor_100",DeathPlace);
    }
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_Nod_RocketSoldier_3Boss")) {
    if (RandomNum == 1) {
        BackpackScript = Commands->Create_Object("POW_Railgun_Player",DeathPlace);
    }
    else {
        BackpackScript = Commands->Create_Object("POW_Armor_100",DeathPlace);
    }
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_Nod_Minigunner_3Boss")) {
    if (RandomNum == 1) {
        BackpackScript = Commands->Create_Object("POW_RamjetRifle_Player",DeathPlace);
    }
    else {

```



```

    BackpackScript = Commands->Create_Object("POW_Armor_100",DeathPlace);
}
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_GDI_MiniGunner_3Boss")) {
    if (RandomNum == 1) {
        BackpackScript = Commands->Create_Object("POW_RamjetRifle_Player",DeathPlace);
    }
    else {
        BackpackScript = Commands->Create_Object("POW_Armor_100",DeathPlace);
    }
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_GDI_RocketSoldier_1Off")) {
    if (RandomNum == 1 || RandomNum == 2 || RandomNum == 3) {
        BackpackScript = Commands->Create_Object("POW_RocketLauncher_Player",DeathPlace);
    }
    else {
        BackpackScript = Commands->Create_Object("POW_Armor_100",DeathPlace);
    }
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_Nod_RocketSoldier_1Off")) {
    if (RandomNum == 1 || RandomNum == 2 || RandomNum == 3) {
        BackpackScript = Commands->Create_Object("POW_RocketLauncher_Player",DeathPlace);
    }
    else {
        BackpackScript = Commands->Create_Object("POW_Armor_100",DeathPlace);
    }
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_GDI_RocketSoldier_2SF")) {
    if (RandomNum == 1 || RandomNum == 2) {
        BackpackScript =
Commands->Create_Object("CnC_POW_RocketLauncher_Player",DeathPlace);
    }
    else {
        BackpackScript = Commands->Create_Object("POW_Armor_100",DeathPlace);
    }
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_GDI_RocketSoldier_0")) {
    BackpackScript = Commands->Create_Object("POW_Shotgun_Player",DeathPlace);
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_Nod_RocketSoldier_0")) {
    BackpackScript = Commands->Create_Object("POW_Shotgun_Player",DeathPlace);
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_GDI_MiniGunner_2SF")) {
    if (RandomNum == 1 || RandomNum == 2) {
        BackpackScript = Commands->Create_Object("POW_SniperRifle_Player",DeathPlace);
    }
    else {
        BackpackScript = Commands->Create_Object("POW_Armor_100",DeathPlace);
    }
}

```

```

}
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_Nod_Minigunner_2SF")) {
    if (RandomNum == 1 || RandomNum == 2) {
        BackpackScript = Commands->Create_Object("POW_SniperRifle_Player_Nod",DeathPlace);
    }
    else {
        BackpackScript = Commands->Create_Object("POW_Armor_100",DeathPlace);
    }
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_Sydney")) {
    if (RandomNum == 1 || RandomNum == 2 || RandomNum == 3) {
        BackpackScript = Commands->Create_Object("POW_TiberiumAutoRifle_Player",DeathPlace);
    }
    else {
        BackpackScript = Commands->Create_Object("POW_Armor_100",DeathPlace);
    }
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_Nod_Minigunner_2SF")) {
    if (RandomNum == 1 || RandomNum == 2) {
        BackpackScript = Commands->Create_Object("POW_SniperRifle_Player_Nod",DeathPlace);
    }
    else {
        BackpackScript = Commands->Create_Object("POW_Armor_100",DeathPlace);
    }
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_GDI_Grenadier_2SF")) {
    if (RandomNum == 1 || RandomNum == 2) {
        BackpackScript =
Commands->Create_Object("POW_TiberiumFlechetteGun_Player",DeathPlace);
    }
    else {
        BackpackScript = Commands->Create_Object("POW_Armor_100",DeathPlace);
    }
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_Ignatio_Mobius")) {
    if (RandomNum == 1) {
        BackpackScript = Commands->Create_Object("POW_VoltAutoRifle_Player",DeathPlace);
    }
    else {
        BackpackScript = Commands->Create_Object("POW_Armor_100",DeathPlace);
    }
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_Nod_FlameThrower_3Boss")) {
    if (RandomNum == 1) {
        BackpackScript =
Commands->Create_Object("CnC_POW_VoltAutoRifle_Player_Nod",DeathPlace);
    }
}

```

```
else {
    BackpackScript = Commands->Create_Object("POW_Armor_100",DeathPlace);
}
}
else {
    BackpackScript = Commands->Create_Object("POW_Armor_100",DeathPlace);
}
Commands->Attach_Script(BackpackScript,"Backpack_Weapon_Drop","");
}
if (Find_My_Veh(obj)) {
    Commands->Send_Custom_Event(obj,Find_My_Veh(obj),1111,0,0);
}
}
```

Im not sure if im even close of doing this right but it was something I tried.

I would have to edit the drop script but i was just trying to find out why its crashing

Subject: Re: Weapon Drops/Keeping the Weapon
Posted by [cAmpa](#) on Sun, 14 Dec 2008 20:25:52 GMT
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Uhm the code where you attach my script.

Subject: Re: Weapon Drops/Keeping the Weapon
Posted by [Gen_Blacky](#) on Sun, 14 Dec 2008 20:56:54 GMT
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i did lol

```
Commands->Attach_Script(BackpackScript,"Backpack_Weapon_Drop","");
```

bottom of MDB_SSGM_Player

Subject: Re: Weapon Drops/Keeping the Weapon
Posted by [cAmpa](#) on Sun, 14 Dec 2008 21:15:11 GMT
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My script needs the parameter from the player's ID.

Try this:

```
char script[32];
_sprintf(script,sizeof(script),"%d",Get_Player_ID(obj));
Commands->Attach_Script(BackpackScript,"cAMpa_Weapon_BackPack",script);
```

And don't rename the script name.

Subject: Re: Weapon Drops/Keeping the Weapon
Posted by [Gen_Blacky](#) on Sun, 14 Dec 2008 21:52:53 GMT
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lol sorry what i did is just copy MDB_SSGM_Drop_Weapon and put your code in it and renamed MDB_SSGM_Drop_Weapon to Backpack_Weapon_Drop ill put campa in front of it to make you happy.

Subject: Re: Weapon Drops/Keeping the Weapon
Posted by [Gen_Blacky](#) on Mon, 15 Dec 2008 00:48:59 GMT
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It still crashes it doesn't crash for spawn character but it crashes on any other charter

Subject: Re: Weapon Drops/Keeping the Weapon
Posted by [cAmpa](#) on Mon, 15 Dec 2008 12:23:38 GMT
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Best is you catch me on atomix IRC.

Subject: Re: Weapon Drops/Keeping the Weapon
Posted by [Sir Kane](#) on Mon, 15 Dec 2008 13:50:38 GMT
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Woah dude, that has to be the worst code EVER.

Subject: Re: Weapon Drops/Keeping the Weapon
Posted by [Khyron263](#) on Fri, 12 Feb 2010 14:26:38 GMT
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sorry to bump a old old post however Im starting to play with the code a bit and am getting a Has_weapon error. has this been updated or has it been abandoned? I would like so do a similar

backpack add-on ti Atomix's

Subject: Re: Weapon Drops/Keeping the Weapon
Posted by [reborn](#) on Fri, 12 Feb 2010 14:44:28 GMT
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I made a drop weapon system and released it some time ago. It's different to what Camp kindly provided, but basically means when a player dies, they drop a back-pack with all there weapons.

It's on my download page, here:
<http://spencerelliott.co.uk/downloads.html>

I think I made it so SBH can't pick them up, but I can't remember now.

Subject: Re: Weapon Drops/Keeping the Weapon
Posted by [Khyron263](#) on Fri, 12 Feb 2010 14:53:56 GMT
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yes, I installed that one, Love it. but I wasn't sure, but if they have aquired other weapons, will they stay in the back as well? Is there a way to add "special items" in the packs?

and yes, SBH's cant pick them up.... I like that, when im not a SBH

Subject: Re: Weapon Drops/Keeping the Weapon
Posted by [reborn](#) on Fri, 12 Feb 2010 15:19:15 GMT
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Khyron263 wrote on Fri, 12 February 2010 09:53yes, I installed that one, Love it. but I wasn't sure, but if they have aquired other weapons, will they stay in the back as well? Is there a way to add "special items" in the packs?

and yes, SBH's cant pick them up.... I like that, when im not a SBH

Yes, weapons are persistant with this system.

You can add other weapons to the pack if you wanted to, but you would have to edit the plugin itself.

Subject: Re: Weapon Drops/Keeping the Weapon
Posted by [Khyron263](#) on Fri, 12 Feb 2010 23:16:38 GMT
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cool, ill give it a try

thanks

Subject: Re: Weapon Drops/Keeping the Weapon
Posted by [Tunaman](#) on Fri, 12 Feb 2010 23:58:20 GMT
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nevermind

Subject: Re: Weapon Drops/Keeping the Weapon
Posted by [Khyron263](#) on Sat, 13 Feb 2010 02:05:31 GMT
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aww, leave the guy alone, that was over a year ago

Subject: Re: Weapon Drops/Keeping the Weapon
Posted by [Khyron263](#) on Wed, 24 Feb 2010 17:23:48 GMT
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playing around some, is there a way.... instead of a weapon, to also add a random element to it?

Like, most of the time you pick up a pack and get the weapon from the person that got killed... or, instead of the weapon you can get turned into another char. or call in an airstrike, or money, something like that.

Kind of incorporate a crate element into it as well.... but only a low percentage.

maybe 10% of the time you get a random event.

Subject: Re: Weapon Drops/Keeping the Weapon
Posted by [Gen_Blacky](#) on Wed, 24 Feb 2010 18:33:18 GMT
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If your using reborn weapon drop just make a random to drop a power up or whatever instead of the backpack, or you could make a random to add the special power up to the backpack.

Subject: Re: Weapon Drops/Keeping the Weapon

Posted by [Khyron263](#) on Wed, 24 Feb 2010 19:34:15 GMT

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ummm, so if i want to use a crate , and im using reborns plugin, how do i make a call from a plug-in to the crates that are in ssmg?

im still learning, so please bear with me. a sample of code would help if you have the time, so i can reproduce it and work with it?

I tried to replace a weapon with a crate, just to see how it will work before i try to do a random, but it didnt take, the pack apeared but it didnt do anything.

Subject: Re: Weapon Drops/Keeping the Weapon

Posted by [Khyron263](#) on Wed, 24 Feb 2010 19:59:56 GMT

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disregaurd, i got it.... took a little thinking on my part
