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Subject: Has\_Weapon

Posted by [Xpert](#) on Tue, 13 Sep 2011 01:00:10 GMT

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This stuff in SSGM doesn't work correctly. It's suppose to say ammunition acquired if the person HAS the weapon, but it says ammunition acquired even if they don't have the weapon.

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Subject: Re: Has\_Weapon

Posted by [Jerad2142](#) on Tue, 13 Sep 2011 01:37:48 GMT

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Xpert wrote on Mon, 12 September 2011 19:00This stuff in SSGM doesn't work correctly. It's suppose to say ammunition acquired if the person HAS the weapon, but it says ammunition acquired even if they don't have the weapon.

Mind showing your code?

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Subject: Re: Has\_Weapon

Posted by [Xpert](#) on Tue, 13 Sep 2011 01:43:21 GMT

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I didn't make it. Came with SSGM.

```
else if (strstr(Commands->Get_Preset_Name(obj),"POW_Flamethrower_Player"))
{
if (Has_Weapon(sender,"Weapon_Flamethrower_Player"))
{
Send_Message_Player(sender,104,234,40,"Flamethrower fuel acquired.");
Create_2D_WAV_Sound_Player(sender,"m00paft_aqob0001i1evag_snd.wav");
if (!SBHCanPickupDropWeapons)
{
if (strcmp(Commands->Get_Preset_Name(sender),"CnC_Nod_FlameThrower_2SF") == 0)
{
Remove_Weapon(sender,"Weapon_Flamethrower_Player");
}
}
}
}
else
{
Send_Message_Player(sender,104,234,40,"Flamethrower acquired.");
Create_2D_WAV_Sound_Player(sender,"m00pwft_aqob0001i1evag_snd.wav");
if (!SBHCanPickupDropWeapons)
{
if (strcmp(Commands->Get_Preset_Name(sender),"CnC_Nod_FlameThrower_2SF") == 0)
```

```
{
  Remove_Weapon(sender,"Weapon_Flamethrower_Player");
}
}
}
}
```

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Subject: Re: Has\_Weapon  
Posted by [Jerad2142](#) on Tue, 13 Sep 2011 02:54:31 GMT  
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I think your probably looking for CNC\_Weapon\_Flamethrower\_Player.

Also

```
if (Has_Weapon(sender,"Weapon_Flamethrower_Player"))
{
  Create_2D_WAV_Sound_Player(sender,"m00paft_aqob0001i1evag_snd.wav");
}
else
{
  Create_2D_WAV_Sound_Player(sender,"m00pwft_aqob0001i1evag_snd.wav");
}
```

Your telling the sound to play even if you don't have the flamethrower with that else.

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Subject: Re: Has\_Weapon  
Posted by [Xpert](#) on Tue, 13 Sep 2011 03:47:45 GMT  
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I know the issues with it, I'm just saying for the TT team since they're the ones who wrote it out this way. I know what they were intending but they did it wrong.

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Subject: Re: Has\_Weapon  
Posted by [Dave78742](#) on Tue, 13 Sep 2011 08:31:14 GMT  
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Yeah it's pretty much like this for all weapons... it used to say "chaingun aquired" now it says "chaingun ammunition aquired" even if you previously never had the weapon.

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Subject: Re: Has\_Weapon

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Posted by [sla.ro\(master\)](#) on Tue, 13 Sep 2011 18:44:42 GMT

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i think zunnie wrote that code, lol, blame him.

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