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Subject: butterfingers crate

Posted by [Stallion](#) on Fri, 14 Feb 2014 06:05:44 GMT

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Does anyone know who made the butterfingers crate?

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Subject: Re: butterfingers crate

Posted by [Xpert](#) on Fri, 14 Feb 2014 06:51:45 GMT

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The original creator was probably back in 2003 with the first Dragonade in Black-Cell.

Why does it matter who made it lol?

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Subject: Re: butterfingers crate

Posted by [reborn](#) on Fri, 14 Feb 2014 09:13:06 GMT

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I'd guess vloktboky, but could of easily been WhiteDragon and less likely maybe ccfan.

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Subject: Re: butterfingers crate

Posted by [Stallion](#) on Fri, 14 Feb 2014 15:41:03 GMT

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Xpert wrote on Fri, 14 February 2014 01:51 The original creator was probably back in 2003 with the first Dragonade in Black-Cell.

Why does it matter who made it lol?

Damn, that's a long time ago. I need several presets (for the enterer) to be disabled on zone entry and re-enabled on zone exit, and I was thinking if he could make that one that he could help me. Anyone wanna take a crack at it?

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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.

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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.

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