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Subject: Weapon Grant + Removal Bug

Posted by [halo2pac](#) on Sat, 17 Sep 2011 00:53:18 GMT

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This is part of the first set of many bugs I have found I would like to report.

Take code such as:

```
Commands->Give_PowerUp(Killer, "POW_Pistol_Player", false);
```

```
Commands->Give_PowerUp(Killer, "CnC_POW_Ammo_ClipMax", false);
```

```
Commands->Select_Weapon(Killer, "Weapon_Pistol_Player");
```

then later on do this:

```
Commands->Give_PowerUp(Killer, "POW_AutoRifle_Player", false);
```

```
Commands->Give_PowerUp(Killer, "CnC_POW_Ammo_ClipMax", false);
```

```
Commands->Select_Weapon(Killer, "Weapon_AutoRifle_Player");
```

```
Create_2D_WAV_Sound_Player(Killer, "m00pwar_aqob0004i1evag_snd.wav");
```

The icon for the gun in the bottom right, stays a pistol.. and then you CANNOT access any weapon, or c4 via the 1234567890 keys.

(you normally can even with 1 weapon.)

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