

---

Subject: Re: Weapon Grant + Removal Bug  
Posted by [Gen\\_Blacky](#) on Mon, 26 Sep 2011 00:46:10 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Thought I would go ahead and post anyways.

Same thing happens with B\_Clear\_Weapons as Commands->Clear\_Weapons.

In the screen shot the player had their weapons removed and was given a auto rifle and pistol. I was never given the pistol and I can't see anything in the weapon list after it disappears like halo2pac said.

```
void Soldier::Created(GameObject *obj)
{
    if (Commands->Is_A_Star(obj))
    {
        B_Clear_Weapons(obj);
        Commands->Give_PowerUp(obj, "POW_Pistol_Player", false);
        Commands->Select_Weapon(obj, "Weapon_Pistol_Player");
    }
}

void Soldier::Killed(GameObject *obj,GameObject *killer)
{
    if (Commands->Is_A_Star(killer))
    {
        if ( temp == 0 )
        {
            B_Clear_Weapons(killer);
            Commands->Give_PowerUp(killer, "POW_AutoRifle_Player", false);
            Commands->Give_PowerUp(obj, "POW_Pistol_Player", false);
            Commands->Give_PowerUp(killer, "CnC_POW_Ammo_ClipMax", false);
            Commands->Select_Weapon(killer, "POW_Pistol_Player");
            temp = 1;
        }
        else
        {
            B_Clear_Weapons(killer);
            Commands->Give_PowerUp(killer, "POW_AutoRifle_Player", false);
            Commands->Select_Weapon(killer, "POW_AutoRifle_Player");
            temp = 0;
        }
    }
}
```

```

void B_Clear_Weapons(GameObject *obj) // Weapon Removal Test
{
if (!obj || !Commands->Get_ID(obj))
{
return;
}
PhysicalGameObj *o2 = ((ScriptableGameObj *)obj)->As_PhysicalGameObj();
if (!o2)
{
return;
}
ArmedGameObj *o3 = o2->As_ArmedGameObj();
if (!o3)
{
return;
}
WeaponBagClass *w = o3->Get_Weapon_Bag();
int x = w->Get_Count();
for (int i = 0; i < x; i++)
{
if (w->Peek_Weapon(i))
{
//w->Remove_Weapon(i);
Remove_Weapon( obj, w->Peek_Weapon(i)->Get_Name() );
}
}
}
}

```

Edit:

Commands->Give\_PowerUp doesn't work after the players weapons have been cleared and granted one power up. The player has to be destroyed first.

## File Attachments

1) [test2.jpg](#), downloaded 500 times



1

2

3

4

5

Blacky5 killed Blacky3

