Subject: Re: Changing turret Guns?
Posted by Veyrdite on Fri, 21 Sep 2007 06:36:00 GMT

JFW_Weapon_Change_On_Custom (changes the weapon given to an object)
 Message (message to listen for)
 Powerup (powerup to grant for the weapon)
 Weapon (weapon to select)
What this script does is removes all current weapons held by whatever it's attached to.
It then gives a new powerup followed by a new weapon. This will work for vehicles as well as
infantry.
This will remove all weapons (including pistol/C4)
The powerup and weapon need to match.
When doing this for vehicles (and perhaps infantry too in some cases), it is essential that both the
primary and secondary ammo fields are filled in.
If you don't want secondary fire, set them both to the same ammo.
If you don't do this and someone activates secondary fire, renegade will crash.
Also, sound issues may arrise if the fire sound for the weapon you are using has a "loop" setting
of anything other than 1.