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Subject: Re: set\_vehicle\_weapon?

Posted by [mr£Ä\\$Ä-z](#) on Sun, 27 Jul 2008 10:32:08 GMT

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you can with text cinematics,

Buggy with laserrifle, pic, obigun FTW!

You need to change the weapon with 1,2,3,4 etc.

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In c++ you could try with `Grant_Weapon(vehicleID)` thats how it works in text cinematics, but it wont show the shoots serverside, just the host can see diffrent shoots

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