
Subject: Re: Weapon Drops/Keeping the Weapon
Posted by [cAmpa](#) on Wed, 03 Dec 2008 08:16:18 GMT
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here, this is my backpack script:

```
.cpp

void cAMpa_Weapon_BackPack::Created(GameObject *obj)
{
    Commands->Start_Timer(obj,this,6.0f,2);
    GameObject *player = Get_GameObj(Get_Int_Parameter("ID"));

    if (Has_Weapon(player,"Weapon_AutoRifle_Player"))
        this->miniGunGdi = true;
    else
        this->miniGunGdi = false;
    if (Has_Weapon(player,"Weapon_AutoRifle_Player_Nod"))
        this->miniGunNod = true;
    else
        this->miniGunNod = false;
    if (Has_Weapon(player,"Weapon_Chaingun_Player"))
        this->chainGunGdi = true;
    else
        this->chainGunGdi = false;
    if (Has_Weapon(player,"Weapon_Chaingun_Player_Nod"))
        this->chainGunNod = true;
    else
        this->chainGunNod = false;
    if (Has_Weapon(player,"Weapon_ChemSprayer_Player"))
        this->chemSprayer = true;
    else
        this->chemSprayer = false;
    if (Has_Weapon(player,"CNC_Weapon_Flamethrower_Player"))
        this->flameThrower = true;
    else
        this->flameThrower = false;
    if (Has_Weapon(player,"Weapon_GrenadeLauncher_Player"))
        this->grenadeLauncher = true;
    else
        this->grenadeLauncher = false;
    if (Has_Weapon(player,"Weapon_LaserChaingun_Player"))
        this->laserChainGun = true;
    else
        this->laserChainGun = false;
    if (Has_Weapon(player,"Weapon_LaserRifle_Player"))
        this->laserRifle = true;
    else
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this->laserRifle = false;
if (Has_Weapon(player,"Weapon_MineProximity_Player"))
    this->mineProxy = true;
else
    this->mineProxy = false;
if (Has_Weapon(player,"Weapon_PersonallonCannon_Player"))
    this->perslonCannon = true;
else
    this->perslonCannon = false;
if (Has_Weapon(player,"Weapon_Railgun_Player"))
    this->railGun = true;
else
    this->railGun = false;
if (Has_Weapon(player,"Weapon_RamjetRifle_Player") ||
Has_Weapon(player,"CnC_Weapon_RamjetRifle_Player"))
    this->ramjet = true;
else
    this->ramjet = false;
if (Has_Weapon(player,"Weapon_RepairGun_Player") ||
Has_Weapon(player,"CnC_Weapon_RepairGun_Player_Special"))
    this->repairGun = true;
else
    this->repairGun = false;
if (Has_Weapon(player,"Weapon_RocketLauncher_Player"))
    this->rocketLauncher = true;
else
    this->rocketLauncher = false;
if (Has_Weapon(player,"CnC_Weapon_RocketLauncher_Player"))
    this->rocketGunner = true;
else
    this->rocketGunner = false;
if (Has_Weapon(player,"Weapon_Shotgun_Player"))
    this->shotGun = true;
else
    this->shotGun = false;
if (Has_Weapon(player,"Weapon_SniperRifle_Player"))
    this->sniperRifle = true;
else
    this->sniperRifle = false;
if (Has_Weapon(player,"Weapon_TiberiumAutoRifle_Player"))
    this->tibAutoRifle = true;
else
    this->tibAutoRifle = false;
if (Has_Weapon(player,"Weapon_TiberiumFlechetteGun_Player"))
    this->flechetteGun = true;
else
    this->flechetteGun = false;
if (Has_Weapon(player,"Weapon_VoltAutoRifle_Player"))

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    this->voltAutoRifleGdi = true;
else
    this->voltAutoRifleGdi = false;
if (Has_Weapon(player,"Weapon_VoltAutoRifle_Player_Nod"))
    this->voltAutoRifleNod = true;
else
    this->voltAutoRifleNod = false;
}

```

```

void cAMpa_Weapon_BackPack::Custom(GameObject *obj, int message, int param, GameObject
*sender)
{
    if (message == 1000000025)
    {
        int rnd = Commands->Get_Random_Int(1,100);
        if (rnd <= 5)
        {
            Commands->Apply_Damage(sender,99999,"Explosion_Mine_Remote_01",0);
            page(sender,"[RC] You picked up a bomb-backpack, haha its blowed.", false);
        }
        else
        {
            Create_2D_WAV_Sound_Player(sender,"m00psbk_aqob0004i1evag_snd.wav");
            if (this->miniGunGdi)    Commands->Give_Powerup(sender,"POW_AutoRifle_Player",false);
            if (this->miniGunNod)
            Commands->Give_Powerup(sender,"POW_AutoRifle_Player_Nod",false);
            if (this->chainGunGdi)    Commands->Give_Powerup(sender,"POW_Chaingun_Player",false);
            if (this->chainGunNod)
            Commands->Give_Powerup(sender,"POW_Chaingun_Player_Nod",false);
            if (this->chemSprayer)
            Commands->Give_Powerup(sender,"POW_ChemSprayer_Player",false);
            if (this->flameThrower)
            Commands->Give_Powerup(sender,"POW_Flamethrower_Player",false);
            if (this->grenadeLauncher)
            Commands->Give_Powerup(sender,"POW_GrenadeLauncher_Player",false);
            if (this->laserChainGun)
            Commands->Give_Powerup(sender,"POW_LaserChaingun_Player",false);
            if (this->laserRifle)    Commands->Give_Powerup(sender,"POW_LaserRifle_Player",false);
            if (this->mineProxy)
            Commands->Give_Powerup(sender,"POW_MineProximity_Player",false);
            if (this->perslonCannon)
            Commands->Give_Powerup(sender,"POW_PersonallonCannon_Player",false);
            if (this->railGun)        Commands->Give_Powerup(sender,"POW_Railgun_Player",false);
            if (this->ramjet)        Commands->Give_Powerup(sender,"POW_RamjetRifle_Player",false);
            if (this->repairGun)    Commands->Give_Powerup(sender,"POW_RepairGun_Player",false);
            if (this->rocketLauncher)
            Commands->Give_Powerup(sender,"POW_RocketLauncher_Player",false);
            if (this->rocketGunner)

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Commands->Give_Powerup(sender,"CnC_POW_RocketLauncher_Player",false);
if (this->shotGun) Commands->Give_Powerup(sender,"POW_Shotgun_Player",false);
if (this->sniperRifle) Commands->Give_Powerup(sender,"POW_SniperRifle_Player",false);
if (this->tibAutoRifle)
Commands->Give_Powerup(sender,"POW_TiberiumAutoRifle_Player",false);
if (this->flechetteGun)
Commands->Give_Powerup(sender,"POW_TiberiumFlechetteGun_Player",false);
if (this->voltAutoRifleGdi)
Commands->Give_Powerup(sender,"POW_VoltAutoRifle_Player",false);
if (this->voltAutoRifleNod)
Commands->Give_Powerup(sender,"CnC_POW_VoltAutoRifle_Player_Nod",false);
}
}
}

```

```

void cAMpa_Weapon_BackPack::Timer_Expired(GameObject *obj, int number)
{
if (number == 1)
{
Commands->Expire_Powerup(obj);
Commands->Destroy_Object(obj);
}
else if (number == 2)
{
Commands->Start_Timer(obj,this,2.0f,1);
Commands->Create_Object("Spawner Created Special Effect",Commands->Get_Position(obj));
}
}
}

```

```

ScriptRegistrant<cAMpa_Weapon_BackPack>cAMpa_Weapon_BackPack_Registrant("cAMpa_Weapon_BackPack","ID:int");

```

.h

```

class cAMpa_Weapon_BackPack : public ScriptImpClass
{
private:
bool miniGunGdi;
bool miniGunNod;
bool chainGunGdi;
bool chainGunNod;
bool chemSprayer;
bool flameThrower;
bool grenadeLauncher;
bool laserChainGun;
bool laserRifle;
bool mineProxy;

```

```
bool perslonCannon;  
bool railGun;  
bool ramjet;  
bool repairGun;  
bool rocketLauncher;  
bool rocketGunner;  
bool shotGun;  
bool sniperRifle;  
bool tibAutoRifle;  
bool flechetteGun;  
bool voltAutoRifleGdi;  
bool voltAutoRifleNod;  
public:  
void Created(GameObject *obj);  
void Custom(GameObject *obj, int message, int param, GameObject *sender);  
void Timer_Expired(GameObject *obj, int number);  
};
```
