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Subject: Re: Weapon Drops/Keeping the Weapon  
Posted by [cAmpa](#) on Thu, 04 Dec 2008 09:56:10 GMT  
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Oh yes, i forgot that.

Delete

```
page(sender, "[RC] You picked up a bomb-backpack, haha its blowed.", false);
```

and replace it with

```
char input[256];  
_snprintf(input, sizeof(input), "ppage %d [RC] You picked up a bomb-backpack, haha its blowed.",  
Get_Player_ID(sender));  
Console_Input(input);
```

Quote:that message says that its a bomb... is that true?

Yes, there is a 5% chance to pickup the bomb.  
If you don't want that, replace:

```
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)
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);
}
}
}

```

with:

```

void cAMpa_Weapon_BackPack::Custom(GameObject *obj, int message, int param, GameObject
*sender)
{
    if (message == 1000000025)
    {
        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)
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);
}
}
```