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Subject: Re: Weapon Drops/Keeping the Weapon  
Posted by [Omar007](#) on Thu, 04 Dec 2008 13:44:33 GMT  
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You could also replace

```
if (rnd <= 5)
{
    Commands->Apply_Damage(sender,99999,"Explosion_Mine_Remote_01",0);

    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);
}
```

With

```
if (rnd <= 0)
{
    Commands->Apply_Damage(sender,99999,"Explosion_Mine_Remote_01",0);

    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);
}
```

So you can easily set it back on if you decide to use it later  
This is always FALSE because the random number can't become 0. The range is only 1-100 (for  
all ppl that don't know much about programming)

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