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Subject: Re: Weapon Drops/Keeping the Weapon  
Posted by [Gen\\_Blacky](#) on Sun, 14 Dec 2008 20:00:33 GMT  
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Your code

```
void Backpack_Weapon_Drop::Created(GameObject *obj) {
    Commands->Start_Timer(obj,this,8.0f,1);
    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
        this->laserRifle = false;
    if (Has_Weapon(player,"Weapon_MineProximity_Player"))
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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"))
this->voltAutoRifleGdi = true;
else

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

```

```

void Backpack_Weapon_Drop::Custom(GameObject *obj, int message, int param, GameObject
*sender) {
//if (message == 1000000025) {
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)

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Commands->Give_Powerup(sender,"CnC_POW_VoltAutoRifle_Player_Nod",false);
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_POW_MineRemote_02"))
{
    Create_2D_WAV_Sound_Player(sender,"m00pac4_aqob0004i1evag_snd.wav");
}
else if (strstr(Commands->Get_Preset_Name(obj),"POW_AutoRifle_Player"))
{
    Create_2D_WAV_Sound_Player(sender,"m00pwar_aqob0004i1evag_snd.wav");
}
else if (strstr(Commands->Get_Preset_Name(obj),"POW_AutoRifle_Player_Nod"))
{
    Create_2D_WAV_Sound_Player(sender,"m00pwar_aqob0004i1evag_snd.wav");
}
else if (strstr(Commands->Get_Preset_Name(obj),"POW_Chaingun_Player"))
{
    Create_2D_WAV_Sound_Player(sender,"m00pwcg_aqob0004i1evag_snd.wav");
}
else if (strstr(Commands->Get_Preset_Name(obj),"POW_Chaingun_Player_Nod"))
{
    Create_2D_WAV_Sound_Player(sender,"m00pwcg_aqob0004i1evag_snd.wav");
}
else if (strstr(Commands->Get_Preset_Name(obj),"POW_ChemSprayer_Player"))
{
    Create_2D_WAV_Sound_Player(sender,"m00pwcs_aqob0004i1evag_snd.wav");
}
else if (strstr(Commands->Get_Preset_Name(obj),"POW_Flamethrower_Player"))
{
    Create_2D_WAV_Sound_Player(sender,"m00pwft_aqob0001i1evag_snd.wav");
}
else if (strstr(Commands->Get_Preset_Name(obj),"POW_GrenadeLauncher_Player"))
{
    Create_2D_WAV_Sound_Player(sender,"m00pwgl_aqob0004i1evag_snd.wav");
}
else if (strstr(Commands->Get_Preset_Name(obj),"POW_LaserChaingun_Player"))
{
    Create_2D_WAV_Sound_Player(sender,"m00pwlc_aqob0004i1evag_snd.wav");
}
else if (strstr(Commands->Get_Preset_Name(obj),"POW_LaserRifle_Player"))
{
    Create_2D_WAV_Sound_Player(sender,"m00pwlr_aqob0004i1evag_snd.wav");
}
else if (strstr(Commands->Get_Preset_Name(obj),"POW_RepairGun_Player"))
{
    Create_2D_WAV_Sound_Player(sender,"m00pwrp_aqob0001i1evag_snd.wav");
}
else if (strstr(Commands->Get_Preset_Name(obj),"POW_PersonallonCannon_Player"))
{

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    Create_2D_WAV_Sound_Player(sender,"m00pwpi_aqob0004i1evag_snd.wav");
}
else if (strstr(Commands->Get_Preset_Name(obj),"POW_Railgun_Player"))
{
    Create_2D_WAV_Sound_Player(sender,"m00pwrq_aqob0004i1evag_snd.wav");
}
else if (strstr(Commands->Get_Preset_Name(obj),"POW_RamjetRifle_Player"))
{
    Create_2D_WAV_Sound_Player(sender,"m00pwrj_aqob0004i1evag_snd.wav");
}
else if (strstr(Commands->Get_Preset_Name(obj),"POW_RocketLauncher_Player"))
{
    Create_2D_WAV_Sound_Player(sender,"m00pwrL_aqob0004i1evag_snd.wav");
}
else if (strstr(Commands->Get_Preset_Name(obj),"POW_Shotgun_Player"))
{
    Create_2D_WAV_Sound_Player(sender,"m00pwps_aqob0004i1evag_snd.wav");
}
else if (strstr(Commands->Get_Preset_Name(obj),"POW_SniperRifle_Player"))
{
    Create_2D_WAV_Sound_Player(sender,"m00pwsr_aqob0004i1evag_snd.wav");
}
else if (strstr(Commands->Get_Preset_Name(obj),"POW_SniperRifle_Player_Nod"))
{
    Create_2D_WAV_Sound_Player(sender,"m00pwsr_aqob0004i1evag_snd.wav");
}
else if (strstr(Commands->Get_Preset_Name(obj),"POW_TiberiumAutoRifle_Player"))
{
    Create_2D_WAV_Sound_Player(sender,"m00pwtr_aqob0004i1evag_snd.wav");
}
else if (strstr(Commands->Get_Preset_Name(obj),"POW_TiberiumFlechetteGun_Player"))
{
    Create_2D_WAV_Sound_Player(sender,"m00pwtf_aqob0004i1evag_snd.wav");
}
else if (strstr(Commands->Get_Preset_Name(obj),"POW_VoltAutoRifle_Player"))
{
    Create_2D_WAV_Sound_Player(sender,"m00pwvr_aqob0004i1evag_snd.wav");
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_POW_VoltAutoRifle_Player_Nod"))
{
    Create_2D_WAV_Sound_Player(sender,"m00pwvr_aqob0004i1evag_snd.wav");
}

Commands->Start_Timer(obj,this,6.0f,2);
}
}

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void Backpack_Weapon_Drop::Timer_Expired(GameObject *obj, int number) {
    if (number == 1) {

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Commands->Expire_Powerup(obj);
Commands->Destroy_Object(obj);
}
else if (number == 2) {
Commands->Create_Object("Spawner Created Special Effect",Commands->Get_Position(obj));
}
}

```

ssgm Player with your script attached

```

void MDB_SSGM_Player::Destroyed(GameObject *obj) {
if (Settings->DestroyPlayerVeh && Get_Vehicle(obj)) {
GameObject *Veh = Get_Vehicle(obj);
if (Get_Vehicle_Driver(Veh) == obj) {
Commands->Apply_Damage(Veh,99999,"Death",false);
}
}

if (!Data->Mod && Settings->DropWeapons && WasKilled) {
WasKilled = false;
Vector3 DeathPlace = Commands->Get_Position(obj);
int RandomNum = Commands->Get_Random_Int(1,5);
GameObject *BackpackScript = 0;
if (strstr(Commands->Get_Preset_Name(obj),"CnC_GDI_MiniGunner_0")) {
BackpackScript = Commands->Create_Object("Weapon_AutoRifle_Player",DeathPlace);
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_Nod_Minigunner_0")) {
BackpackScript = Commands->Create_Object("Weapon_AutoRifle_Player_Nod",DeathPlace);
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_GDI_MiniGunner_1Off")) {
if (RandomNum == 1 || RandomNum == 2 || RandomNum == 3) {
BackpackScript = Commands->Create_Object("POW_Chaingun_Player",DeathPlace);
}
else {
BackpackScript = Commands->Create_Object("POW_Armor_100",DeathPlace);
}
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_Nod_MiniGunner_1Off")) {
if (RandomNum == 1 || RandomNum == 2 || RandomNum == 3) {
BackpackScript = Commands->Create_Object("POW_Chaingun_Player_Nod",DeathPlace);
}
else {
BackpackScript = Commands->Create_Object("POW_Armor_100",DeathPlace);
}
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_Nod_FlameThrower_1Off")) {

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if (RandomNum == 1 || RandomNum == 2 || RandomNum == 3) {
    BackpackScript = Commands->Create_Object("POW_ChemSprayer_Player",DeathPlace);
}
else {
    BackpackScript = Commands->Create_Object("POW_Armor_100",DeathPlace);
}
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_Nod_FlameThrower_0")) {
    BackpackScript = Commands->Create_Object("POW_Flamethrower_Player",DeathPlace);
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_GDI_Grenadier_0")) {
    BackpackScript = Commands->Create_Object("POW_GrenadeLauncher_Player",DeathPlace);
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_Nod_RocketSoldier_2SF")) {
    if (RandomNum == 1 || RandomNum == 2) {
        BackpackScript = Commands->Create_Object("POW_LaserChaingun_Player",DeathPlace);
    }
    else {
        BackpackScript = Commands->Create_Object("POW_Armor_100",DeathPlace);
    }
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_Nod_FlameThrower_2SF")) {
    if (RandomNum == 1 || RandomNum == 2) {
        BackpackScript = Commands->Create_Object("POW_LaserRifle_Player",DeathPlace);
    }
    else {
        BackpackScript = Commands->Create_Object("POW_Armor_100",DeathPlace);
    }
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_Nod_Technician_0")) {
    if (RandomNum == 1 || RandomNum == 2 || RandomNum == 3) {
        BackpackScript = Commands->Create_Object("POW_RepairGun_Player",DeathPlace);
    }
    else {
        BackpackScript = Commands->Create_Object("POW_Armor_100",DeathPlace);
    }
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_GDI_Engineer_2SF")) {
    if (RandomNum == 1 || RandomNum == 2 || RandomNum == 3) {
        BackpackScript = Commands->Create_Object("POW_RepairGun_Player",DeathPlace);
    }
    else {
        BackpackScript = Commands->Create_Object("POW_Armor_100",DeathPlace);
    }
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_Nod_Engineer_0")) {
    BackpackScript = Commands->Create_Object("CnC_POW_MineRemote_02",DeathPlace);
}
}

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else if (strstr(Commands->Get_Preset_Name(obj),"CnC_GDI_Engineer_0")) {
    BackpackScript = Commands->Create_Object("CnC_POW_MineRemote_02",DeathPlace);
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_Sydney_PowerSuit")) {
    if (RandomNum == 1) {
        BackpackScript =
Commands->Create_Object("POW_PersonallonCannon_Player",DeathPlace);
    }
    else {
        BackpackScript = Commands->Create_Object("POW_Armor_100",DeathPlace);
    }
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_Nod_RocketSoldier_3Boss")) {
    if (RandomNum == 1) {
        BackpackScript = Commands->Create_Object("POW_Railgun_Player",DeathPlace);
    }
    else {
        BackpackScript = Commands->Create_Object("POW_Armor_100",DeathPlace);
    }
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_Nod_Minigunner_3Boss")) {
    if (RandomNum == 1) {
        BackpackScript = Commands->Create_Object("POW_RamjetRifle_Player",DeathPlace);
    }
    else {
        BackpackScript = Commands->Create_Object("POW_Armor_100",DeathPlace);
    }
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_GDI_MiniGunner_3Boss")) {
    if (RandomNum == 1) {
        BackpackScript = Commands->Create_Object("POW_RamjetRifle_Player",DeathPlace);
    }
    else {
        BackpackScript = Commands->Create_Object("POW_Armor_100",DeathPlace);
    }
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_GDI_RocketSoldier_1Off")) {
    if (RandomNum == 1 || RandomNum == 2 || RandomNum == 3) {
        BackpackScript = Commands->Create_Object("POW_RocketLauncher_Player",DeathPlace);
    }
    else {
        BackpackScript = Commands->Create_Object("POW_Armor_100",DeathPlace);
    }
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_Nod_RocketSoldier_1Off")) {
    if (RandomNum == 1 || RandomNum == 2 || RandomNum == 3) {
        BackpackScript = Commands->Create_Object("POW_RocketLauncher_Player",DeathPlace);
    }
}

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else {
    BackpackScript = Commands->Create_Object("POW_Armor_100",DeathPlace);
}
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_GDI_RocketSoldier_2SF")) {
    if (RandomNum == 1 || RandomNum == 2) {
        BackpackScript =
Commands->Create_Object("CnC_POW_RocketLauncher_Player",DeathPlace);
    }
    else {
        BackpackScript = Commands->Create_Object("POW_Armor_100",DeathPlace);
    }
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_GDI_RocketSoldier_0")) {
    BackpackScript = Commands->Create_Object("POW_Shotgun_Player",DeathPlace);
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_Nod_RocketSoldier_0")) {
    BackpackScript = Commands->Create_Object("POW_Shotgun_Player",DeathPlace);
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_GDI_MiniGunner_2SF")) {
    if (RandomNum == 1 || RandomNum == 2) {
        BackpackScript = Commands->Create_Object("POW_SniperRifle_Player",DeathPlace);
    }
    else {
        BackpackScript = Commands->Create_Object("POW_Armor_100",DeathPlace);
    }
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_Nod_Minigunner_2SF")) {
    if (RandomNum == 1 || RandomNum == 2) {
        BackpackScript = Commands->Create_Object("POW_SniperRifle_Player_Nod",DeathPlace);
    }
    else {
        BackpackScript = Commands->Create_Object("POW_Armor_100",DeathPlace);
    }
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_Sydney")) {
    if (RandomNum == 1 || RandomNum == 2 || RandomNum == 3) {
        BackpackScript = Commands->Create_Object("POW_TiberiumAutoRifle_Player",DeathPlace);
    }
    else {
        BackpackScript = Commands->Create_Object("POW_Armor_100",DeathPlace);
    }
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_Nod_Minigunner_2SF")) {
    if (RandomNum == 1 || RandomNum == 2) {
        BackpackScript = Commands->Create_Object("POW_SniperRifle_Player_Nod",DeathPlace);
    }
    else {

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    BackpackScript = Commands->Create_Object("POW_Armor_100",DeathPlace);
}
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_GDI_Grenadier_2SF")) {
    if (RandomNum == 1 || RandomNum == 2) {
        BackpackScript =
Commands->Create_Object("POW_TiberiumFlechetteGun_Player",DeathPlace);
    }
    else {
        BackpackScript = Commands->Create_Object("POW_Armor_100",DeathPlace);
    }
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_Ignatio_Mobius")) {
    if (RandomNum == 1) {
        BackpackScript = Commands->Create_Object("POW_VoltAutoRifle_Player",DeathPlace);
    }
    else {
        BackpackScript = Commands->Create_Object("POW_Armor_100",DeathPlace);
    }
}
else if (strstr(Commands->Get_Preset_Name(obj),"CnC_Nod_FlameThrower_3Boss")) {
    if (RandomNum == 1) {
        BackpackScript =
Commands->Create_Object("CnC_POW_VoltAutoRifle_Player_Nod",DeathPlace);
    }
    else {
        BackpackScript = Commands->Create_Object("POW_Armor_100",DeathPlace);
    }
}
else {
    BackpackScript = Commands->Create_Object("POW_Armor_100",DeathPlace);
}
Commands->Attach_Script(BackpackScript,"Backpack_Weapon_Drop","");
}
if (Find_My_Veh(obj)) {
    Commands->Send_Custom_Event(obj,Find_My_Veh(obj),1111,0,0);
}
}
}

```

Im not sure if im even close of doing this right but it was something I tried.

I would have to edit the drop script but i was just trying to find out why its crashing

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