
Subject: Re: Has_Weapon

Posted by [Xpert](#) on Tue, 13 Sep 2011 01:43:21 GMT

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I didn't make it. Came with SSGM.

```
else if (strstr(Commands->Get_Preset_Name(obj),"POW_Flamethrower_Player"))
{
  if (Has_Weapon(sender,"Weapon_Flamethrower_Player"))
  {
    Send_Message_Player(sender,104,234,40,"Flamethrower fuel acquired.");
    Create_2D_WAV_Sound_Player(sender,"m00paft_aqob0001i1evag_snd.wav");
    if (!SBHCanPickupDropWeapons)
    {
      if (strcmp(Commands->Get_Preset_Name(sender),"CnC_Nod_FlameThrower_2SF") == 0)
      {
        Remove_Weapon(sender,"Weapon_Flamethrower_Player");
      }
    }
  }
}
else
{
  Send_Message_Player(sender,104,234,40,"Flamethrower acquired.");
  Create_2D_WAV_Sound_Player(sender,"m00pwft_aqob0001i1evag_snd.wav");
  if (!SBHCanPickupDropWeapons)
  {
    if (strcmp(Commands->Get_Preset_Name(sender),"CnC_Nod_FlameThrower_2SF") == 0)
    {
      Remove_Weapon(sender,"Weapon_Flamethrower_Player");
    }
  }
}
```