
Subject: Re: Has_Weapon

Posted by [Jerad2142](#) on Tue, 13 Sep 2011 02:54:31 GMT

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I think your probably looking for CNC_Weapon_Flamethrower_Player.

Also

```
if (Has_Weapon(sender,"Weapon_Flamethrower_Player"))
{
    Create_2D_WAV_Sound_Player(sender,"m00paft_aqob0001i1evag_snd.wav");
}
else
{
    Create_2D_WAV_Sound_Player(sender,"m00pwft_aqob0001i1evag_snd.wav");
}
```

Your telling the sound to play even if you don't have the flamethrower with that else.
