
Subject: just wondering : weaponbagclass

Posted by [robbyke](#) on Mon, 12 Mar 2012 12:47:09 GMT

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it has some functions to give weapons with weapons names instead of powerups

```
WeaponClass * Add_Weapon( const WeaponDefinitionClass * def, int rounds = 0, bool
give_weapon = true );
WeaponClass * Add_Weapon( int id, int rounds = 0, bool give_weapon = true );
WeaponClass * Add_Weapon( const char *weapon_name, int rounds = 0, bool give_weapon =
true );
```

now im just a coding newby but is it possible to use it because what i have tried gives a linking error

```
void KB_Give_Weapon(GameObject *obj,const char *Weapon)
{
WeaponBagClass *Gun= ((ArmedGameObj *)obj)->Get_Weapon_Bag();
Gun->Add_Weapon(Weapon,0,true);
}
```

Error 2 error LNK2001: unresolved external symbol "public: class WeaponClass * __thiscall WeaponBagClass::Add_Weapon(char const *,int,bool)" (?Add_Weapon@WeaponBagClass@@@QAEPAVWeaponClass@@@PBDH_N@Z) C:\Users\robby\Desktop\source test\Kambot\KB_Functions.obj Kambot
