
Subject: Re: just wondering : weaponbagclass
Posted by [jonwil](#) on Mon, 12 Mar 2012 13:46:23 GMT
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You cant call WeaponBagClass::Add_Weapon because its in tt.dll and not exposed to scripts.dll
Plus, it wouldn't work the way you think it works anyway, there is extra logic in the powerup code
that does special stuff when granting a weapon.
