
Subject: Serverside Weapons

Posted by [_SSnipe_](#) on Sun, 08 Jul 2007 02:13:05 GMT

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is it possible serverside to change the weapon of

stank

flametank (chem instead of fire)

mammy (undecided)

recon (undecided)

both nod and gdi apc (undecided)

med tank (big cannon form m03)

Subject: Re: Serverside Weapons

Posted by [_SSnipe_](#) on Sun, 08 Jul 2007 03:40:06 GMT

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let me edit some of this

stank

flametank (chem instead of fire)

recon (apc gun)

both nod and gdi apc (apc gun ai)

med tank (big cannon form m03)

mammy (volt)

Subject: Re: Serverside Weapons

Posted by [AoBfrost](#) on Sun, 08 Jul 2007 15:23:29 GMT

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Omg cant you ask all question in 1 thread, we should just have a joe section because you make soo many threads about similar things....Yes it's possible, back then i used to have a recon bike mod that changed it to have all weapon ammo, you push the button like 7 and would have all laser weapons including repair gun.

Subject: Re: Serverside Weapons

Posted by [jnz](#) on Sun, 08 Jul 2007 15:31:52 GMT

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joe937465 wrote on Sun, 08 July 2007 03:13is it possible serverside to change the weapon of

stank

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yes

Subject: Re: Serverside Weapons
Posted by [futura83](#) on Sun, 08 Jul 2007 15:39:36 GMT
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Joe, i think you take a wrong approach to this.

Instead of asking whether something is possible, try it to see if it is...The best way of learning is by trial and error...

Subject: Re: Serverside Weapons
Posted by [_SSnipe_](#) on Sun, 08 Jul 2007 20:43:33 GMT
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i want u guys all to know i do test stuff out i tryed some stuff with a mammy but didnt work is there like a rule to this? like only vech and structure weps will work on a vech or somthing?

Subject: Re: Serverside Weapons
Posted by [jnz](#) on Sun, 08 Jul 2007 23:14:44 GMT
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I can't rember how to give a weapon preset of the top of my head, i don't think it's even possible. However, you can grant a powerup preset with Grant_Powerup. You can use Grant_Powerup on vehicles to give them the weapons.

Subject: Re: Serverside Weapons
Posted by [_SSnipe_](#) on Sun, 08 Jul 2007 23:16:44 GMT
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so like empty the weapons they use attach the script put a weapon and the vech uses them inagme?
