
Subject: Delete (specific) beacons when you swap characters

Posted by [nuker7738](#) on Wed, 30 Mar 2011 00:01:10 GMT

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I've been playing around with this for some time now... I am working on making an officer character class who has the authority to call in mini ion cannon strikes and can also drop beacons which turn into turrets and stuff.

Currently ALL parts of the logic work (the beacons work fine, the turrets spawn fine, etc.) but there's only one problem: When I purchase this officer character and then switch characters to, say, a basic soldier, the beacons stay in my inventory, making the officer class not so special...

Is there any way to make beacons disappear when you switch character classes? I would prefer something that could be done in LE but if I absolutely must I can delve into scripts editing. I really wasn't intending to go that far for my little mod though...

Subject: Re: Delete (specific) beacons when you swap characters

Posted by [reborn](#) on Wed, 30 Mar 2011 05:46:28 GMT

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There likely is some existing method in level edit, but I am not aware of it. You could attach a script to the newly purchased player that clears there weapons (typedef void (*_Clear_Weapons)(GameObject *Obj), and then grants them the weapons they should have (void Grant_Powerup(GameObject *obj,const char *Preset_Name).
