
Subject: How can I hook spawn weapons without an objects.gm mod?

Posted by [iRANian](#) on Mon, 05 Mar 2012 16:50:09 GMT

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I can't seem to wrap my mind around hooking the weapon spawn, I figured out a workaround method with an objects.gm mod that sets the list of spawn weapons to one preset that's normally unused. and hooking that preset, but is there a proper way?

Subject: Re: How can I hook spawn weapons without an objects.gm mod?

Posted by [Gen_Blacky](#) on Mon, 05 Mar 2012 17:20:05 GMT

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objects hook powerups ?

Subject: Re: How can I hook spawn weapons without an objects.gm mod?

Posted by [iRANian](#) on Mon, 05 Mar 2012 17:26:08 GMT

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I've done that, but I can't find a way to distinguish it from other powerups like drop weapons. :/

Subject: Re: How can I hook spawn weapons without an objects.gm mod?

Posted by [sla.ro\(master\)](#) on Mon, 05 Mar 2012 21:51:51 GMT

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powerups calls object call hook

Subject: Re: How can I hook spawn weapons without an objects.gm mod?

Posted by [iRANian](#) on Mon, 05 Mar 2012 22:14:02 GMT

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Huh?

Subject: Re: How can I hook spawn weapons without an objects.gm mod?

Posted by [Omar007](#) on Tue, 06 Mar 2012 17:01:54 GMT

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That doesn't look like valid English

Translate attempt:

Powerups call the object hook function.

I guess he's telling you to capture the creation of powerups in the object hook, which has already been suggested and resulted in your second question.
