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Subject: Give\_Weapon?

Posted by [Xpert](#) on Tue, 30 Jul 2013 07:47:23 GMT

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Is there a script or some kind of function that you can use to give a character a weapon? I'm not looking for Give\_PowerUp either before someone mentions it.

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Subject: Re: Give\_Weapon?

Posted by [iRANian](#) on Tue, 30 Jul 2013 10:04:25 GMT

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WeaponBagClass functions:

```
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 );
```

You can get a WeaponBagClass pointer for an GameObject like:

```
SCRIPTS_API const wchar_t *Get_Current_Wide_Translated_Weapon(GameObject *obj)
{
if (!obj)
{
return 0;
}
PhysicalGameObj *o = obj->As_PhysicalGameObj();
if (!o)
{
return 0;
}
ArmedGameObj *o2 = o->As_ArmedGameObj();
if (!o2)
{
return 0;
}
WeaponBagClass *w = o2->Get_Weapon_Bag();
```

SoldierGameObj::Give\_All\_Weapons(void) loops through weapon definitions and grants everyone of them to a soldier with WeaponBagClass::Add\_Weapon(char const\*,int,bool). It loops through all definitions with DefinitionMgrClass::Get\_First(ulong,DefinitionMgrClass::ID\_TYPE) and call DefinitionMgrClass::Get\_Next(DefinitionClass \*,ulong,DefinitionMgrClass::ID\_TYPE). It sets the amount of ammo for the granted weapon to -1 and passes 'true' to the 'give\_weapon' bool arg. Those two DefinitionMgrClass functions return a DefinitionClass object (NOT pointer), and DefinitionClass::Get\_Name() is probably called to get the weapon name to pass to Add\_Weapon().

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Subject: Re: Give\_Weapon?

Posted by [Xpert](#) on Tue, 30 Jul 2013 10:09:23 GMT

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Cool, thanks!

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