Subject: Remove weapon?
Posted by Phnx on Sun, 26 Oct 2014 00:06:32 GMT
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Is there a way to remove a weapon from the armory/inventory? Using cheats I got the Bloodstone Bludgeon and Gusket's Musket twice. I can't sell them because they don't show up in the pawnbroker.

Subject: Re: Remove weapon?
Posted by Artofeel on Mon, 27 Oct 2014 13:24:21 GMT
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```
if Inventory.GetNumberOfItemsOfType(GetLocalHero(), 'ITEM_NAME') > 1 then
 Inventory.RemoveItemOfType(GetLocalHero(), 'ITEM_NAME')
end
```

Subject: Re: Remove weapon?
Posted by Phnx on Mon, 27 Oct 2014 17:43:34 GMT
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It worked. I didn't think it was as easy as altering Inventory.AddItemOfType(GetLocalHero(), 'ITEM_NAME') to Inventory.RemoveItemOfType(GetLocalHero(), 'ITEM_NAME') Thanks so much!

Subject: Re: Remove weapon?
Posted by Kallix289 on Wed, 14 Dec 2016 11:14:37 GMT
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Ok I have been trying,

```
if Inventory.GetNumberOfItemsOfType(GetLocalHero(),
'ObjectInventoryLegendarySwordBaronSlayer') > 1 then
Inventory.RemoveItemOfType(GetLocalHero(), 'ObjectInventoryLegendarySwordBaronSlayer')
return nil
end
```

for Hours and will continue to try but if someone could help me, I would greatly appreciate i

Subject: Re: Remove weapon?
Posted by Artofeel on Thu, 15 Dec 2016 18:20:11 GMT

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why you need
return nil
???

Subject: Re: Remove weapon?
Posted by Kallix289 on Thu, 15 Dec 2016 22:24:33 GMT
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Thanks for the reply, I'm new at this but still doesn't work. I don't know why but the only things that seem to work are the debug commands

Subject: Re: Remove weapon?
Posted by Kallix289 on Sat, 17 Dec 2016 09:29:59 GMT
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I was putting it in the wrong order. I added all the weapons and removed the ones that you get from playing through, also limited edition weapons

```
ScriptActivation[ScriptCode.QU000].AbleToRun=function ()
 Debug.GiveAllMeleeWeapons()
 Inventory.RemoveItemOfType(GetLocalHero(), 'ObjectInventoryLegendarySwordInquisitor')
 Inventory.RemoveItemOfType(GetLocalHero(), 'ObjectInventoryLegendarySwordChanneler')
 Inventory.RemoveItemOfType(GetLocalHero(), 'ObjectInventoryLegendarySwordShardborne')
 Inventory.RemoveItemOfType(GetLocalHero(), 'ObjectInventoryLegendarySwordBaronSlayer')
 Inventory.RemoveItemOfType(GetLocalHero(), 'ObjectInventoryLegendarySwordWolfsbane')
 Inventory.RemoveItemOfType(GetLocalHero(), 'ObjectInventoryLegendaryHammerChampion')
 Inventory.RemoveItemOfType(GetLocalHero(), 'ObjectInventoryLegendaryHammerAbsolver')
 Debug.GiveAllRangedWeapons()
 Inventory.RemoveItemOfType(GetLocalHero(), 'ObjectInventoryLegendaryPistolGnomewrecker')
 Debug.AddAllClothing()
 Debug.AddAllClothingF2()
 Debug.AddAllClothingAccessories()
 Debug.AddAllHairstyles()
 Debug.AddAllClothingSuits()
return nil
end
```

Subject: Re: Remove weapon?
Posted by Artofeel on Mon, 19 Dec 2016 06:50:20 GMT
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with this way of modding (ScriptActivation.lua) your can easily broke all your quests
probably Debug.GiveAllRangedWeapons() already broke it
and next line: Inventory.RemoveItemOfType don't even execute, as all that below

Subject: Re: Remove weapon?
Posted by Kallix289 on Tue, 20 Dec 2016 05:49:47 GMT
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Thats the only way I can get it to work, what would you suggest? Any input is most welcomed.

Subject: Re: Remove weapon?
Posted by Artofeel on Tue, 20 Dec 2016 07:40:01 GMT
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remove all Debug commands
also add msgbox for debugging
like this to the end of script
GUI.DisplayMessageBox("ScriptActivation.lua successfully loaded!")
while (GUI.IsDisplayBoxActive()) do
 coroutine.yield()
end
so, if msgbox appears when game is loaded, then all ok
if not, then something wrong