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Subject: Manually upgrade legendary weapons?  
Posted by [Phnx](#) on Tue, 28 Oct 2014 01:59:27 GMT  
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I have so many questions lately.

I found `ScriptFunction.AddUpgradeStatToWeapon(params)` in the `functions.txt` posted here on the forums. I suppose this is used to upgrade legendaries?! If yes, where would I find the parameters and how does the game recognize which weapon I want to upgrade? Would it automatically register and upgrade the equipped weapon?

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Subject: Re: Manually upgrade legendary weapons?  
Posted by [Artofeel](#) on Sat, 29 Nov 2014 10:48:24 GMT  
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it works like this:

```
ScriptFunction.AddUpgradeStatToWeapon({amount_to_add = 2000, ranged = true, text_tag =  
"MORTAR_RANGE_SCORE"})  
'ranged = true' may be omitted, or there is can be 'melee = true' but it not required anyway  
MAIN value is 'text_tag' you can find it in globals.gdb, look for 'ScriptTag'  
anyway there is only few weapons that have it...
```

```
SHOOTING_RANGE_SCORE  
MORTAR_RANGE_SCORE  
CRIMINAL_BROUGHT_IN  
JobGold  
SLAVE_BROUGHT_IN  
HadOrgyWithNumPeople  
DigSpot
```

so...

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Subject: Re: Manually upgrade legendary weapons?  
Posted by [Phnx](#) on Mon, 01 Dec 2014 18:32:06 GMT  
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Thanks so much!

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Subject: Re: Manually upgrade legendary weapons?  
Posted by [OtherWise](#) on Tue, 04 Oct 2022 17:34:17 GMT  
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is there anyone that can elaborate a bit more on how to find the "ScriptTag", as i m not currently able to find it.

The closest thing i find with "tag" is "nameTag" and "descriptionTag" and they don't seem relevant.

Plus since its mentioned not all weapons have "ScriptTag", how do we level that ones? since each weapon has 3 conditions to level up.

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