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Subject: CP2 thoughts

Posted by [Hulkcore](#) on Wed, 08 Dec 2004 02:18:39 GMT

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macNo, on this one. Already discussed it with jonwil

While its probably technically possible to fix it, it creates an imbalance between CP and non-cp players on the same servers - ie CP players have a reloaded pistol on startup, and the others won't.

Is it possible to make a client side that allows anyone to have loaded pistol CP or not?

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