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Subject: Re: Looking for fast walking Logan character mod...

Posted by [Veyrdite](#) on Sun, 03 Aug 2008 07:43:10 GMT

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LR01 wrote on Sun, 03 August 2008 16:42uhm, what char you are is serversided and what weapons you have also, even if you have a weapon the server thinks you don't, you still see it but when you select it, you imminently switch back to your previous weapon

Thanks for pointing that out, but I know an objects.ddb method that'll probably bypass that anyway.

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