Subject: Re: Commands->Select_Weapon doesn't work clientside.
Posted by Jerad2142 on Thu, 24 Apr 2014 23:31:54 GMT

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We do things like this:

```
const char *weap = Get_Current_Weapon(obj);
if (weap)
{
   Commands->Select_Weapon(obj,"");
   Commands->Select_Weapon (obj,weap);
}
```

To disable sniper rifles when a player is moving (it relies on weapon switch time); however, in the Renegade map I'm making that piece of code didn't work and the weapons could still shoot while moving. In the end I had to remove all bullets from the gun to get the somewhat desired effect; however, it is far more confusing for most people.