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Subject: Re: Commands->Select\_Weapon doesn't work clientside.

Posted by [danpaul88](#) on Fri, 25 Apr 2014 09:58:14 GMT

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Passing an empty string to Select\_Weapon makes them select the first weapon in their weapon bag. If they only have one weapon or the sniper rifle is their primary weapon (index 0) then your code is not causing a weapon switch and thus will not trigger switching time.

```
void WeaponBagClass::Deselect()
{
    this->Select_Index (0);
}
```

0 is a valid weapon index, thus they select the weapon at position 0.

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