Subject: Re: Commands->Select_Weapon doesn't work clientside.
Posted by Jerad2142 on Fri, 25 Apr 2014 17:13:50 GMT

danpaul88 wrote on Fri, 25 April 2014 03:58Passing 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.
Calling it by itself does indeed work, however that doesn't leave them holding the original weapon.

Calling this:

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

Works in both 3.4.4, and 4.1 single player LAN, it only doesn't work in 4.1 when on-line (as a client to the server).