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

Posted by [Jerad2142](#) on Thu, 01 May 2014 16:53:52 GMT

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danpaul88 wrote on Thu, 01 May 2014 10:05 Why not just select weapon index 0 (empty hands) until they stop running? Then you only get the switch animation when they stop and it re-selects their weapon (plus you get some free post-running cooldown before shooting is allowed for free this way!)

Oh its only sniper rifles I was disabling, I'm fine with other weapons, sniper rifle you can walk slowly with, and n00b jet you have to remain stationary.

I'm just not a fan of people back peddling away from bears that only have melee for attack and firing the n00bjet through multiple bears as they do, have to make sure some skill is required.

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