Subject: Dropped Weapons
Posted by a000clown on Mon, 23 Mar 2009 00:36:55 GMT
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When you have weapons and then drop them for one reason or another (like the butter fingers crate) you still see the weapons in your HUD but can't select them.
Not a big deal but figured I'd mention it.

Subject: Re: Dropped Weapons
Posted by ErroR on Mon, 23 Mar 2009 08:33:08 GMT
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if you have a beacon and get butter fingers, then you can't buy a new one, which is a big deal

Subject: Re: Dropped Weapons
Posted by ChewML on Mon, 23 Mar 2009 13:23:34 GMT
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Crates fail.

Subject: Re: Dropped Weapons
Posted by KobraOps on Tue, 24 Mar 2009 00:20:07 GMT
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a000clown wrote on Sun, 22 March 2009 18:36When you have weapons and then drop them for one reason or another (like the butter fingers crate) you still see the weapons in your HUD but can't select them.
Not a big deal but figured I'd mention it.

I believe that is just from bad server-side code. There are servers with drop commands that remove it from your HUD. I know atomix does but that might be with the help of RR. And I cant remember but i think Black-Cell had the correct coding to remove it from the NUD

Subject: Re: Dropped Weapons
Posted by a000clown on Tue, 24 Mar 2009 04:43:57 GMT
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ErroR wrote on Mon, 23 March 2009 03:33if you have a beacon and get butter fingers, then you can't buy a new one, which is a big deal
Never noticed that, but tested to check it out and you're right.
Also noticed the weapon still appears on your back in 3rd person mode.

KobraOps wrote on Mon, 23 March 2009 19:20I believe that is just from bad server-side code. There are servers with drop commands that remove it from your HUD. I know atomix does but that might be with the help of RR. And I cant remember but i think Black-Cell had the correct coding to remove it from the NUD
I tested on a vanilla server with nothing but SSGM 2.0.2 and the no-pending patch.
Also tested on my primary server with SSGM updated to scripts 3.4.4 and RR with no difference.
I didn't test on a completely fresh fds since I don't know how I would drop my weapons this way o_O

Subject: Re: Dropped Weapons
Posted by T0RN on Tue, 24 Mar 2009 14:25:15 GMT
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ChewML wrote on Mon, 23 March 2009 09:23Crates fail.
I approve this message.
Pure ren FTW!!!

Subject: Re: Dropped Weapons
Posted by Jerad2142 on Sat, 28 Mar 2009 16:33:40 GMT
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ErroR wrote on Mon, 23 March 2009 02:33if you have a beacon and get butter fingers, then you can't buy a new one, which is a big deal
But you have to stand still for like 30 seconds to place it...

EDIT:
a000clown wrote on Mon, 23 March 2009 22:43ErroR wrote on Mon, 23 March 2009 03:33if you have a beacon and get butter fingers, then you can't buy a new one, which is a big deal
Never noticed that, but tested to check it out and you're right.
Also noticed the weapon still appears on your back in 3rd person mode.

Okay maybe I misunderstood that one, it would be nice it the 3rd person model would hide when you had no ammo left...

Subject: Re: Dropped Weapons
Posted by KobraOps on Wed, 01 Apr 2009 21:00:12 GMT
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KobraOps wrote on Mon, 23 March 2009 19:20I believe that is just from bad server-side code. There are servers with drop commands that remove it from your HUD. I know atomix does but that might be with the help of RR. And I cant remember but i think Black-Cell had the correct coding to remove it from the NUD

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I didn't test on a completely fresh fds since I don't know how I would drop my weapons this way
o_O[/quote]

i mean custom scripts from the server, not the ones the client has installed.