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Subject: No weapon

Posted by [zeratul](#) on Sat, 05 Dec 2009 06:22:04 GMT

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Pulled off having no weapon out  
not exactly sure how  
this is more showing off even though  
it really doesnt matter but i would  
also like to know how i did it

I was in ! exodus coop beta 3.4

i know its not really amazing ive seen it countless times before

#### File Attachments

1) [ScreenShot19.png](#), downloaded 728 times



Subject: Re: No weapon

Posted by [Sccrscorer](#) on Sat, 05 Dec 2009 07:06:45 GMT

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then why post it?

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Subject: Re: No weapon

Posted by [GEORGE ZIMMER](#) on Sat, 05 Dec 2009 10:31:22 GMT

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Yeah I don't get this thing. It usually happens when you're an AI character, but I dunno what causes it.

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Subject: Re: No weapon

Posted by [Caveman](#) on Wed, 09 Dec 2009 15:09:00 GMT

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isnt this just the same as throwing away your timed c4? You have no weapon afterwards?

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Subject: Re: No weapon

Posted by [R315r4z0r](#) on Wed, 09 Dec 2009 17:06:31 GMT

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No, if you throw away your timed C4, you still have the C4 out, just with no ammo. He has no weapon selected.

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Subject: Re: No weapon

Posted by [Ryan3k](#) on Thu, 10 Dec 2009 01:25:08 GMT

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Zeratul wrote on Sat, 05 December 2009 00:22 Pulled off having no weapon out  
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you want i wrught this?

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Subject: Re: No weapon

Posted by [zeratul](#) on Thu, 10 Dec 2009 01:36:02 GMT

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R315r4z0r wrote on Wed, 09 December 2009 11:06No, if you throw away your timed C4, you still have the C4 out, just with no ammo. He has no weapon selected.

its basicly the same yet he crouches different and you literally have no weapon selected i think it has to do with lag...

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Subject: Re: No weapon

Posted by [danpaul88](#) on Thu, 10 Dec 2009 11:10:50 GMT

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It happens if the weapon your holding is removed from you, although unless your in a vehicle at the time it's removed I think it would automatically switch to another weapon if you have one.

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Subject: Re: No weapon

Posted by [GEORGE ZIMMER](#) on Thu, 10 Dec 2009 20:02:27 GMT

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danpaul88 wrote on Thu, 10 December 2009 05:10It happens if the weapon your holding is removed from you, although unless your in a vehicle at the time it's removed I think it would automatically switch to another weapon if you have one.

Actually no, I've had it happen and the weapon isn't really removed. As far as I know, it has something to do with AI. Bots will generally put away their weapon when they're in a non-combat mode. I'm pretty sure this is a similar thing.

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Subject: Re: No weapon

Posted by [zeratul](#) on Fri, 11 Dec 2009 04:46:49 GMT

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GEORGE ZIMMER wrote on Thu, 10 December 2009 14:02danpaul88 wrote on Thu, 10 December 2009 05:10It happens if the weapon your holding is removed from you, although unless your in a vehicle at the time it's removed I think it would automatically switch to another weapon if you have one.

Actually no, I've had it happen and the weapon isn't really removed. As far as I know, it has something to do with AI. Bots will generally put away their weapon when they're in a non-combat mode. I'm pretty sure this is a similar thing.

it wouldnt surprise me i had about 3 or four bots in an orgy trying to follow me

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Subject: Re: No weapon

Posted by [danpaul88](#) on Fri, 11 Dec 2009 11:06:54 GMT

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I am not saying that's the ONLY way it happens, I am just saying it's one way I know of making it happen. I know because I had some problems with that when developing the AR veterancy scripts.

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**Subject: Re: No weapon**

Posted by [GEORGE ZIMMER](#) on Fri, 11 Dec 2009 15:14:50 GMT

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danpaul88 wrote on Fri, 11 December 2009 05:06I am not saying that's the ONLY way it happens, I am just saying it's one way I know of making it happen. I know because I had some problems with that when developing the AR veterancy scripts.

Oh, then yeah. I think what happens is it removes your weapon then gives it back to you but you're still wielding the non-existent weapon so it doesn't switch back. That's my theory, anyways. Although, IIRC, removing weapons can cause crashing, so I dunno.

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**Subject: Re: No weapon**

Posted by [Slave](#) on Fri, 11 Dec 2009 21:40:26 GMT

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1. Find input01.cfg
2. Add "SelectNoWeapon\_Primary=N\_Key"
3. Press N
4. ???
5. Profit!

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