Subject: The "no weapon bug"
Posted by trunkskgb on Sun, 14 Oct 2012 03:12:28 GMT
View Forum Message <> Reply to Message

So this is something I've never seen before. It happens about a dozen times a day. Your character just seems to lose all it's weapons. It's random, but it has happened while I've fought someone and it's really only a nuisance when that's the case. Is this new? Will it be fixed?

File Attachments

1) Screenshot.55.png, downloaded 462 times

Subject: Re: The "no weapon bug"
Posted by zunnie on Sun, 14 Oct 2012 07:08:42 GMT
View Forum Message <> Reply to Message

Its a weird bug i noticed too yes, empty hands are selected randomly while playing, quite annoying.
You can switch back to a weapon by pressing a number or the mousewheel though. They dont REALLY disappear.

Subject: Re: The "no weapon bug"
Posted by EvilWhiteDragon on Sun, 14 Oct 2012 11:25:15 GMT
View Forum Message <> Reply to Message

You are aware that there is a button to switch to no weapon? It's not set by default, but can be set with keycfg afaik.

Subject: Re: The "no weapon bug"
Posted by trunkskgb on Sun, 14 Oct 2012 13:40:48 GMT
View Forum Message <> Reply to Message

Yes I am EWD. My point was that I've never seen this before. If it's a bug, will it be getting fixed?

Subject: Re: The "no weapon bug"
Posted by iRANian on Sun, 14 Oct 2012 13:42:31 GMT
View Forum Message <> Reply to Message

It doesn't happen on Jelly's Marathon server, which is running RC1 though when they were using Beta 5 they also didn't experience it.

Subject: Re: The "no weapon bug"
Posted by Xpert on Sun, 14 Oct 2012 14:35:08 GMT
View Forum Message <> Reply to Message

I got it yesterday on Jelly Co Op and shortly after, the server crashed.

Subject: Re: The "no weapon bug"
Posted by Jamie or NuneGa on Sun, 14 Oct 2012 17:58:09 GMT
View Forum Message <> Reply to Message

I have had this quite a bit, actually thought it was me doing something.

Anyone checked that keys.cfg hasn't accidentally been modified, seems to happen when I use free aim.

Subject: Re: The "no weapon bug"
Posted by Ani on Mon, 15 Oct 2012 17:51:43 GMT
View Forum Message <> Reply to Message

Jamie or NuneGa wrote on Sun, 14 October 2012 13:58I have had this quite a bit, actually thought it was me doing something.

Anyone checked that keys.cfg hasn't accidentally been modified, seems to happen when I use free aim.

I use whatever keys come with 4.0 RC1 (I got a completely stock client) and free aim a lot.

Hasn't happened to me on any beta5 or RC1 server.

Subject: Re: The "no weapon bug"
Posted by TEAM MDK on Mon, 15 Oct 2012 18:39:18 GMT
View Forum Message <> Reply to Message

yeah I have noticed this where no weapon is selected..thought it was a server setting .

Subject: Re: The "no weapon bug"
Posted by StealthEye on Tue, 16 Oct 2012 07:09:00 GMT
View Forum Message <> Reply to Message

Does it happen on multiple servers? It could be something on the particular server you play on. Otherwise is it reproducible?

Subject: Re: The "no weapon bug"
Posted by zunnie on Tue, 16 Oct 2012 07:50:37 GMT
View Forum Message <> Reply to Message

On our newmaps server it happens alot but i dunno, cant remember adding a feature like that

---

Subject: Re: The "no weapon bug"
Posted by TEAM MDK on Tue, 16 Oct 2012 09:23:43 GMT
View Forum Message <> Reply to Message

zunnie wrote on Tue, 16 October 2012 00:50On our newmaps server it happens alot but i dunno, cant remember adding a feature like that

I was going to say seem.s to happen to me more here ... not he worst bug and you can soon

switch bac to a weapon

Subject: Re: The "no weapon bug"
Posted by Jamie or NuneGa on Tue, 16 Oct 2012 15:04:14 GMT
View Forum Message <> Reply to Message

StealthEye wrote on Tue, 16 October 2012 08:09Does it happen on multiple servers? It could be something on the particular server you play on. Otherwise is it reproducible?

Had it on multiple servers, reproducing it may be difficult, just completely random. Kinda like trying to recreate blue hell use to be.