
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
