Subject: Weapon not reloaded on spawn
Posted by Nightma12 on Wed, 29 Jul 2009 15:32:08 GMT

Heya,

Im trying to add different weapons to a character when they spawn other than the preset defaults.

If i edit the preset server side and change the weapon, or edit the SSGM config to grant the weapon to the player on spawn. It always starts empty and the player has to reload when they select the weapon.

Is there anyway to fix this?