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.