
Subject: Re: Commands->Select_Weapon doesn't work clientside.

Posted by [Jerad2142](#) on Mon, 21 Apr 2014 21:19:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

danpaul88 wrote on Sun, 20 April 2014 17:25 We use that extensively in AR with 4.1 (and previously in 4.0) and it's always worked for us... are you trying to select a weapon in the same engine tick as granting it? I seem to recall that used to be an issue, not sure if it still is, I tend to do things like that after a 0.1 second delayed custom to move it into a different engine tick.

Nah, I've tried selecting the pistol in the players inventory (exact same code as I use in ECW) however it doesn't switch weapons in base Renegade.
