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Subject: Re: Commands->Select\_Weapon doesn't work clientside.

Posted by [jonwil](#) on Fri, 25 Apr 2014 23:09:41 GMT

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The script M00\_Select\_Empty\_Hands does this

```
Commands->Select_Weapon(obj,0);
```

Passing 0 to Select\_Weapon will cause WeaponBagClass::Deselect to be called. I should point out that index 0 in a WeaponBagClass is always empty (i.e. "No weapon") because of the code in the WeaponBagClass constructor.

Try passing 0 instead of "" and see what happens. (although from a reading of the code for WeaponBagClass::Select\_Weapon\_Name it may not make much difference)

Also you could try calling Select\_Weapon once, then Send\_Object\_Update (from engine\_tt.cpp) on the object then Select\_Weapon another time. Although I dont know how it would work...

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