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Subject: Scope with any weapon glitch

Posted by [YesNoMayb](#) on Tue, 02 Apr 2013 23:50:52 GMT

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When you use the scope of a sniper rifle and switch weapons at the same time, the weapon you switch to becomes stuck with a sniper scope. This does happen very rarely, but it is very annoying when it does happen. Would this be fixable?

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Subject: Re: Scope with any weapon glitch

Posted by [BAGUETTE](#) on Wed, 03 Apr 2013 02:14:02 GMT

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This has been around for ageeeeeeees, I don't get it anymore though, even if i try to do it

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Subject: Re: Scope with any weapon glitch

Posted by [ehhh](#) on Wed, 03 Apr 2013 02:29:25 GMT

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I can do it

Not much of a problem, since you can get out of it pretty easy

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Subject: Re: Scope with any weapon glitch

Posted by [YesNoMayb](#) on Thu, 04 Apr 2013 00:07:19 GMT

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While it may be easy to get out of this glitch, any time wasted getting out of it while in the field would be detrimental. This is one of the many original bugs that were left behind after the creation of the game, such as blue hell and pistol not being loaded on spawn. I'd rather this be fixed so it doesn't happen again, even with the low chance of it happening. Does anyone know if it's possible?

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Subject: Re: Scope with any weapon glitch

Posted by [Hypnos](#) on Thu, 04 Apr 2013 00:36:21 GMT

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YesNoMayb wrote on Thu, 04 April 2013 01:07While it may be easy to get out of this glitch, any time wasted getting out of it while in the field would be detrimental. This is one of the many original bugs that were left behind after the creation of the game, such as blue hell and pistol not being loaded on spawn. I'd rather this be fixed so it doesn't happen again, even with the low chance of it happening. Does anyone know if it's possible?

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It usually happens because people use middle mouse button as scope with scroll wheel movement up and down being assigned to changing weapons. It's not really something you can fix to be honest, don't want it to happen? Don't use the scroll wheel for zooming in and out.

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Subject: Re: Scope with any weapon glitch  
Posted by [Dev\\*](#) on Thu, 04 Apr 2013 03:08:41 GMT  
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This often happens on my GunGame Gamemode.

Basicly, the player is scoping to kill someone with a sniper. - Gets the kill. - Weapon is removed and replaced with a new weapon while the player is still scoping.  
Which has the player stuck in a scope.

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Subject: Re: Scope with any weapon glitch  
Posted by [iRANian](#) on Thu, 04 Apr 2013 07:50:45 GMT  
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You can detect whether a player is scoped, it might be able to force the player to unscope with some function, not sure though.

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Subject: Re: Scope with any weapon glitch  
Posted by [Dev\\*](#) on Thu, 04 Apr 2013 20:14:35 GMT  
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Probably. I'll look into it later on.

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Subject: Re: Scope with any weapon glitch  
Posted by [iRANian](#) on Fri, 05 Apr 2013 08:31:44 GMT  
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Here's a simple plugin that checks if a player is scoped with a non-scoped weapon, it loops over all players every now and then:

<http://www.renegadeforums.com/index.php?t=msg&th=39133&start=0&rid=2> 5967

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