Subject: Re: Weapon Grant + Removal Bug
Posted by jonwil on Tue, 27 Sep 2011 03:49:07 GMT

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For the problem where removing a weapon (or all weapons) and then adding weapons causes failures on the client, try having a timer with a very small tick between the "remove weapon" and "add weapon" commands. This will cause the netcode to sync up to the "remove weapon" commands and then to the "add weapon" commands properly.