Subject: Re: Commands->Select_Weapon doesn't work clientside.
Posted by danpaul88 on Thu, 01 May 2014 16:05:57 GMT

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Why not just select weapon index 0 (empty hands) until they stop running? Then you only get the switch animation when they stop and it re-selects their weapon (plus you get some free post-running cooldown before shooting is allowed for free this way!)