
Subject: Re: Dropped Weapons

Posted by [KobraOps](#) on Wed, 01 Apr 2009 21:00:12 GMT

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

KobraOps wrote on Mon, 23 March 2009 19:20I believe that is just from bad server-side code. There are servers with drop commands that remove it from your HUD. I know atomix does but that might be with the help of RR. And I cant remember but i think Black-Cell had the correct coding to remove it from the NUD

I tested on a vanilla server with nothing but SSGM 2.0.2 and the no-pending patch.

Also tested on my primary server with SSGM updated to scripts 3.4.4 and RR with no difference.

I didn't test on a completely fresh fds since I don't know how I would drop my weapons this way
o_O[/quote]

i mean custom scripts from the server, not the ones the client has installed.
