
Subject: Re: Can you spot the glitch?

Posted by [Jerad2142](#) on Tue, 11 Feb 2014 19:37:16 GMT

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danpaul88 wrote on Tue, 04 February 2014 05:30

```
Commands->Select_Weapon(checkplayerobj,"");
```

```
Commands->Select_Weapon(checkplayerobj,i);
```

This would appear to be redundant, why call Select_Weapon twice?

Select weapon is called twice to make it so you can't shoot. It basically relies on the switch time to disable the gun, best way I've found to do it thus far anyways.
