Subject: Re: Commands->Select_Weapon doesn't work clientside.
Posted by danpaul88 on Sun, 20 Apr 2014 23:25:58 GMT

We use that extensively in AR with 4.1 (and previously in 4.0) and it's always worked for us... are you trying to select a weapon in the same engine tick as granting it? I seem to recall that used to be an issue, not sure if it still is, I tend to do things like that after a 0.1 second delayed custom to move it into a different engine tick.