

weapon pickups

Posted by sh4dowr - 05 Feb 2011 15:47

i have it all hte time and its really annoying if you are a knife race or what other race that has restricted weapons it does pick it up for a split second but when that is in combat it is really unhealthy 🙄
It would be greatly appreciated if it could be fixed

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Re: weapon pickups

Posted by uhm - 06 Feb 2011 06:04

If you're having trouble finding it:

Options > Multiplayer > Advanced > Automatically switch to picked up weapons (if more powerful)

First check box, uncheck it.

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Re: weapon pickups

Posted by Grim4118 - 06 Feb 2011 08:19

i found it now thanks 🙄

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Re: weapon pickups

Posted by sh4dowr - 06 Feb 2011 15:29

uhm wrote:

If you're having trouble finding it:

Options > Multiplayer > Advanced > Automatically switch to picked up weapons (if more powerful)

First check box, uncheck it.

i know where it is i did it already but i just didnt think of it before 😊

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Re: weapon pickups

Posted by Pooky - 16 Feb 2011 08:56

This 'issue' is just the way wcs_restrict works.

The scripters of Phyton Wcs had to do it this way, cause it was the only way to go since the OB update. Earlier Wcs versions just left the gun lying on the floor...

Nothing i can do bout it, sorry

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Re: weapon pickups

Posted by TheBlackWaltz - 16 Feb 2011 12:36

I think may works mr pooky 😊

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Re: weapon pickups

Posted by sh4dowr - 16 Feb 2011 15:56

its already good i just put deselected the thing that when you pick something up you don't change weapons if its better (or worse)

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