
Subject: Re: Display Narration In-Game
Posted by [Veyrdite](#) on Sat, 04 Aug 2007 00:32:07 GMT
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bump

My modded railgun cant be selcted to use ingame/as if i didn't have a weapon but the railgun icon is on the weaponlist when i pick up the powerup.

File Attachments

1) [railgun.jpg](#), downloaded 346 times

Edit object

General Settings Dependencies

Style Shoulder

Model

IdleAnim

FireAnim

BackModel

SwitchTime 2.000

ReloadTime 2.850

KeyNumber 7.500

☐ CanSnipe

☒ CanReceiveGenericCnCAmmo

OK Cancel OK & Propagate...

Edit object

General Settings Dependencies

Rating 0.100

EjectPhysDefID Edit Physics Object...

MuzzleFlashPhysDefID Edit Physics Object...

FirstPersonModel

FirstPersonOffset
 X: 0.230 Y: -0.090 Z: -0.100

RecoilImpulse 0.000

HUDIconTextureName

ReloadSoundDefID SFX.Railgun_Reload

EmptySoundDefID Pistol_Empty_Click

PrimaryAmmoDefID Ammo_Railgun2_Primary_Player

OK Cancel

Edit object

General Settings Dependencies

SecondaryAmmoDefID Ammo_Railgun2_Secondary_Player

ClipSize 1

MaxInventoryRounds 45

RecoilTime 0.000 seconds

RecoilScale 0.000

☒ AGiveWeaponsWeapon

IconNameID

IconTextureName

IconTextureUV
 X1: 0.000 Y1: 90.000 X2: 128.00 Y2: 128.00

IconOffset
 X: -26.000 Y: 50.000

OK Cancel OK & Propagate...

Edit object

General Settings Dependencies

HumanFiringAnimation

OK Cancel