Subject: Re: Display Narration In-Game Posted by Veyrdite on Sat, 04 Aug 2007 00:32:07 GMT View Forum Message <> Reply to Message

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

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Edit object 🛛 🗙	Edit object
General Settings Dependencies	General Settings Dependencies
Style Shoulder	Rating 0.100
Model	EjectPhysDefID Edit Phyiscs Object
always\weapons\rail_gun\w_rail.w3d	MuzzleFlashPhysDeflD Edit Phyiscs Object
IdleAnim	FirstPersonModel
FireAnim	always\weapons\rail_gun\f_gm_rail.w3d
	FirstPersonOffset
BackModel	X: 0.230 Y: -0.090 Z: -0.100
always\weapons\rail_gun\w_rail_b.w3d	RecoilImpulse 0.000
SwitchTime 2.000	HUDIconTextureName
ReloadTime 2.850	always\hud\weapon\hud_6x4_weapon_19.tga
KeyNumber 7.500	ReloadSoundDefID SFX.Railgun_Reload
CanSnipe	EmptySoundDefID Pistol_Empty_Click
CanReceiveGenericCnCAmmo	PrimaryAmmoDefID Ammo_Railgun2_Primary_Player
OK Cancel OK & Propagate	OK Cancel
Edit object	Edit object
General Settings Dependencies	General Settings Dependencies
General Settings Dependencies SecondaryAmmoDefID Ammo_Railgun2_Secondary_Player	General Settings Dependencies HumanFiringAnimation
SecondaryAmmoDefID Ammo_Railgun2_Secondary_Player 🙀 🔺	
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SecondaryAmmoDefID Ammo_Railgun2_Secondary_Player ClipSize 1 MaxInventoryRounds 45 RecoilTime 0.000 RecoilScale 0.000 AGiveWeaponsWeapon	
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