Subject: Re: Some Fixes, Some Ideas

Posted by saberhawk on Sun, 10 Aug 2008 18:16:19 GMT

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Screenshot of Weapon_FlameTank_Player with certain details circled. If double damage or other effects were intended on secondary fire, they would be controlled by these settings. Instead, they are the same. Therfore different behavior on secondary fire is clearly a bug.

File Attachments

1) clearlybug.png, downloaded 215 times Edit object General Settings Dependencies RecoilImpulse 0.000 **HUDIconTextureName** ReloadSoundDefID ¥ **EmptySource** PrimaryAmmoDefID | Ammo_FlameTank_Player SecondaryAmmoDefID | Ammo_FlameTank_Player ClipSize -1 MaxInventor RecoilTime 0.000 ⇒ seconds RecoilScale 0.000 AGiveWeaponsWeapon ÖΚ OK & Propagate... Cancel