Subject: Re: scripts.dll 4.3 progress update
Posted by jonwil on Mon, 12 Dec 2016 03:36:17 GMT
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A few more fixes:
Add parameter for weapons that allows you to fire with empty ammo if the ammo has a spraybulletcost of 0. This allows for example a helicopter with limited rockets to have unlimited machine gun rounds etc. Also useful for weapons with a bayonet as the alternate fire.
Add a flag to weapon definitions that controls whether to tilt when reloading the gun or not (defaults to true which is the current behavior)