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Subject: AI Bullet Shells

Posted by [Deactivated](#) on Tue, 13 Jul 2004 09:01:29 GMT

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htmlgodUnless I'm mistaken, the shells coming out of the weapon are only displayed in first person view. Thus you can see your own, but no body elses, including human players and AI bots.

No.

Copy the EjectPhysDefID code from Shotgun and insert it to your weapon code.

You can also use MuzzleFlashPhysDefID to specify a timed effect when your weapon fires. The advantage over attaching the muzzle effect to weapon model is that the muzzle animation duration can be customized.

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