
Subject: AI Bullet Shells

Posted by [Deactivated](#) on Tue, 13 Jul 2004 12:12:45 GMT

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2000_years You can see shells coming out of your pistol and shotgun in third person view too, but you can't see any shellcasings coming out of the AI's weapons (when an enemy fires a shotgun no shellcasings come out)

That is because the AI weapons don't have EjectPhysDefID specified.
