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Subject: Weapon Recoil

Posted by [Havoc 89](#) on Mon, 04 Oct 2004 00:21:04 GMT

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Yeah, I actually tried that a couple of months ago, and you cant attach an explosion when you fire. So that idea went down the drain. Maybe someone can make a script that attaches an explosion when you fire. That will have many advantages too. You wouldnt have to make an muzzle flash in renx. you can just attach one to when you fire.

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