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Subject: Re: help with oby/agt guns

Posted by [Obelisk](#) on Tue, 12 Jul 2005 00:12:52 GMT

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change the characters weapon. If you change the weapon itself on your screen it will shoot an obelisk laser but on opponents screen it will be the regular weapon. I already tested this with one of my maps. I changed the ravs weapon and it worked for the opponents. I think creating a powerup would also work, but I'm not sure.

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