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Subject: Re: Weapons Question

Posted by [danpaul88](#) on Sat, 13 May 2006 15:17:42 GMT

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yes and no...

you could create an ammo type with the bullets set to the same model as the preset, but it would only be a bullet, wouldn't actually spawn a tank or w/e, as it would disappear once it hits something, and wouldnt actually be a vehicle or w/e

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