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Subject: Re: Using a beam effect for new ammo types in LE  
Posted by [GEORGE ZIMMER](#) on Sat, 09 Dec 2006 04:18:13 GMT  
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Argh. Sorry for double post. Can't edit after 15 mins or somesuch apperently.

Anyway. I figured out what the problem was.

I decided to use the original volt auto rifle preset, and made the changes I wanted to it.

However, this too did not work. Until, I managed to find out that it's the velocity. It can't be under 400 if it's a beam. Sigh... I wanted it to have a sort of "travelling beam" effect or something.

Well. I have another question. Is it perhaps possible to make a bullet itself (NOT a beam effect) that looks exactly like the volt so it still can travel at a velocity of lower than 400? That'd be great.

-CabalClock

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