
Subject: Re: Run dont walk from the loller sword!
Posted by [Slave](#) on Mon, 12 Feb 2007 15:58:13 GMT
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Jerad Gray wrote on Sun, 11 February 2007 21:29Slave wrote on Sun, 11 February 2007 13:54it has no projectile defined, so there aint really much to replace.
Don't be stupid, all Renegade weapons have projectiles, any weapon with out a projectile will crash the game (you must be thinking of the original Unreal Tournament).
Its called "Ammo_Pistol_Player".

Don't be telling me what im thinking of. Yes it has ammo defined, but have you ever seen a projectile comming out of the pistol?

Quote:Butw, i want to change the projectile for the pistol. Does it just use an invisible one?

He was referring to a projectile model to replace for the pistol. Since this projectile moves at 400 m/s (the max) it is invisible. Therefore there aint really a visible model to replace. That's what "stupid" me was thinking of.
