
Subject: Re: Run dont walk from the loller sword!
Posted by [Jerad2142](#) on Mon, 12 Feb 2007 22:50:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

Slave wrote on Mon, 12 February 2007 08:58Jerad 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:Btw, 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.

All you have to do is slow it down to "399.99" then the projectile will once again become visible, but it won't be an instant hit. And I was not calling you stupid, I was calling what you said stupid, because I misunderstood what you meant.
