Subject: Re: Gravity, stay away from me!
Posted by Scrin on Thu, 05 Apr 2007 07:33:40 GMT

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Slave wrote on Wed, 04 April 2007 23:14Alright,

Without further delay, the gravity gun.
Included are:
- Edited models (it works independent from repair gun)
- Random skin
- Fire sound
- Useless readme

How to get this to work in a mod:
Search the forum, I remember i wrote it down somewhere.

Since i know this will be asked:
No, this does not work when you put the files in the data folder, u silly! It's to be set up in a mod.

Also, since this comes straight out of an unfinished mod, even I didn't get it to work flawless yet.
Experiment! And make sure to share your knowledge on getting the perfect tweaked settings.

Thank Renegade's horrible physics engine for making this all possible. Bye now.

Copyright goes to a 2003 mod, TibEvo. This is inspired on a bug in that mod.
its from you mod whare tib crystals and field light towers?
also say how make works this blue fire beam (lol i forget ren file but your file is e_antigrav.w3d..)