bump
My modded railgun cant be selcted to use ingame/as if i didn't have a weapon but the railgun icon is on the weaponlist when i pick up the powerup.

File Attachments
1) railgun.jpg, downloaded 663 times

Edit object

General | Settings | Dependencies

Style: Shoulder

Model
always\weapons\rail_gun\w_rail.w3d

IdleAnim

FireAnim

BackModel
always\weapons\rail_gun\w_rail_b.w3d

SwitchTime 2.000

ReloadTime 2.850

KeyNumber 7.500

☐ CanSnipe

☑ CanReceiveGenericCnCAmmo

OK | Cancel | OK & Propagate...

Edit object

General | Settings | Dependencies

Rating 0.100

EjectPhysDefID [Edit Phyiscs Object...]

MuzzleFlashPhysDefID [Edit Phyiscs Object...]

FirstPersonModel
always\weapons\rail_gun\f_gm_rail.w3d

FirstPersonOffset
X: 0.230   Y: -0.090   Z: -0.100

RecoilImpulse 0.000

HUDIconTextureName
always\hud\weapon\hud_6x4_weapon_19.tga

ReloadSoundDefID SFX.Railgun_Reload

EmptySoundDefID Pistol_Empty_Click

PrimaryAmmoDefID Ammo_Railgun2_Primary_Player

OK | Cancel

Edit object

General | Settings | Dependencies

SecondaryAmmoDefID Ammo_Railgun2_Secondary_Player

ClipSize 1

MaxInventoryRounds 45

RecoilTime 0.000 seconds

RecoilScale 0.000

☑ AGiveWeaponsWeapon

IconNameID
IDS_Enc_Weap_Civ_RailGun_Name

IconTextureName
always\hud\weapon\hud_sg_lr_rg.tga

IconTextureUV
X1: 0.000   Y1: 90.000   X2: 128.00   Y2: 128.00

IconOffset
X: -26.000   Y: 50.000

OK | Cancel | OK & Propagate...

Edit object

General | Settings | Dependencies

HumanFiringAnimation

OK | Cancel