
Subject: Re: AI using melee attacks

Posted by [Jerad2142](#) on Thu, 20 Dec 2007 18:24:46 GMT

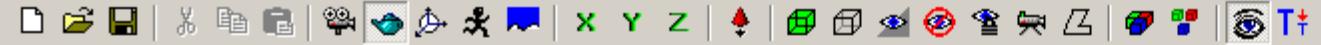
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Well to fix the accuracy problem all you have to do is change this:

to shoulder (you only have to do this for AI, and it makes them run like complete retards but its the only way to fix it (handGun, hip or launcher works as well (but I think Handgun crashes the game, if not its launcher))).

File Attachments

1) [pic.PNG](#), downloaded 136 times



Edit object

General Settings Dependencies

Style ---

Model C4

Shoulder
Hip
Launcher
Handgun
Beacon

IdleAnim

FireAnim

BackModel

SwitchTime 0.000

ReloadTime 0.000

KeyNumber 0.000

CanSnipe

CanReceiveGenericCnC Ammo

OK Cancel OK & Propagate...

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\scripts342 RP2\FullMoon.tga
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\FullMoon.tga
Texture file not found: fullmoon.tga