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Subject: Re: Custom weapons

Posted by [ErroR](#) on Sun, 23 Mar 2008 17:31:19 GMT

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Reaver11 wrote on Sun, 23 March 2008 14:24: ErroR wrote on Sat, 22 March 2008 17:24: i need a tutorial in how to create a weapon in LEVEL EDIT stop redirecting me to renhelp.net i already checked before posting

Never xD

Do you want the weapon to be server-side or clienside?

Weaponmodel settings are at munitions

Ammo model+ damage and warhead are at munitions

(In the weapon you set the ammo type the gun uses)

At the powerup section you make the weapon into a drobable item.

Either temp or add a new powerup ->

(settings tab in the powerup)

GrantweaponID= A weapon that you get from the powerup

Check grantweapon

and check allways allowgrant

This is in short what you have got to do if you need a really advanced tutorial just call

Ya that was what i needed thanks.

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