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Subject: Auto Aim Feature

Posted by [Jerad2142](#) on Wed, 05 Nov 2008 19:14:02 GMT

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In single player, if you play on easy, it automatically makes it so your weapon will shoot at any enemy inside your circular reticle. I was wondering if you could add in a command to make it so that individual weapons could have this auto aim if it was scripted to have it. This would be used to make tracking weapons easier to use, like the rocket launcher, combined it with a weapon time charge and you would have a pretty cool setup.

Commands->Easy\_Auto\_Aim\_Weapon("Rocket Launcher",1);

I just think this would be a nice add in feature for some of our mods.

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