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Subject: Re: ChemSprayer

Posted by [LR01](#) on Thu, 13 Nov 2008 19:28:50 GMT

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ErroR wrote on Thu, 13 November 2008 16:11LR01 wrote on Thu, 13 November 2008  
17:07ErroR wrote on Thu, 13 November 2008 13:37LR01 wrote on Thu, 13 November 2008  
14:14Problem is not that simple I see now, I merged the always.dat and always2.dat from the  
original regenegade, still crash

Why happens when you shoot your building with a chemsprayer?

I had a prob like that, it was with the pistol, I found a box named EJECT, I needed to delete and  
export it.

Just redoing the chemsprayer would be necessary I think, then I wonder, where is the it that  
makes it crash in the chemsprayer, since it only happens when you shoot your own buildings,  
shooting on the ground is fine

U mean u need the "eject" bone removed from the chem sprayer?

I don't know how WW made ore coded it, that is my problem, some weapons appear to call up  
some things

(I think EJECT is used for the bullets coming out the pistol when you shoot it)yes, not only pistol

Do you know how that work? the bullets flying out?

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