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Subject: Re: Charging Gun

Posted by [sauron--the--king](#) on Wed, 04 Mar 2009 16:06:34 GMT

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Jerad Gray wrote on Tue, 03 March 2009 11:24sauron--the--king wrote on Mon, 02 March 2009 11:33Dthdealer wrote on Mon, 02 March 2009 09:56The weapon's ammo preset should have an option called ChargeTime - that is what you need to edit.

Hi,

I tried ChargeTime, but this wasn't what I'm looking for.

My weapon is like a steel pipe, it takes about 1 second before you hit your target, because you have to swing the weapon first. When I adjust the "ChargeTime", it just waits 1 second before even showing the animation, than it shows the animation but the enemy is dead before swinging the weapon.

But thanks for trying to help me

Do you or does anyone else know how to get this weapon first swing and then hurt you opponent?

Kind Regards,

Brian

Just slow the projectile down (maybe give it a bit of a spray to make up for its slowness)?

Hi,

If you are slowing the projectile down, I don't think it will matter, because it's an melee weapon, if you are in melee range of your target you will always hit the enemy within a second. Because you will most of the time run against the enemy and than "shoot". So the projectile won't travel a distance most of the time I suppose.

Kind regards,

Brian

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