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Subject: Re: Charging Gun

Posted by [Jerad2142](#) on Wed, 04 Mar 2009 17:46:26 GMT

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Well the answer is simple, change the animation, or as I've said, slow the projectile down, no real other way to do it under scripts 3.4.4, never know, 4.0 might have you covered be there is no way telling when thats going to come out...

Cabal8616 wrote on Wed, 04 March 2009 09:19I see what he means. Basically the same thing with Reborn's crowbar- the animation makes it appear slow, but the actual hit is instant. He wants to make it so the animation and actual projectile firing are synced.

And yes I know, but thats quite impossible with 3.4.4, you can only do things like make the project appear like its hitting at the same instance by making it travel slow. You could do some fancy stuff with scripting and damage detection attaching a timer to the object when the weapon shoots you, then when the timer expires if your still in range of the person apply the damage, but that has some obvious flaws...

Personally I'd rather just either redo the animation, or wait for 4.0 and see if they have rigged up animations for first hand models, as then you could use a script to make it so that when you click the animation starts, that way as long as you were holding it charge time would fire and it'd work.

Also keep in mind a lot of people don't play Renegade in first person...

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