
Subject: Re: [Release] The BETA Shotgun and the BETA Cinematic Pistol
Posted by [The Party](#) on Wed, 09 Dec 2009 16:10:58 GMT

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Reaver11 wrote on Tue, 08 December 2009 15:08The G-Man wrote on Wed, 09 December 2009 06:08There is a file in the .dat that is something like Pistol_fire.wav which is the pistol sound firing, but without a silencer.

True I can also recal another wav file which is used in the mission. Where Locke is saying that you can use your pistol silenced with shift. I think Westwood intended that to be in the game but they kinda skipped it.

I can see why they did it, it would be pointless anyway...just a waste of coding. Either sound would still trigger the same response from the AI and people can still see where you are coming from with it aswell.

Zeratul wrote on Tue, 08 December 2009 17:55Altzan wrote on Tue, 08 December 2009 18:32That shotgun looks like a grenade launcher from Quake II.
i noticed that and i say kick ass

Its the weapon that is from the Pre Released Renegade. Back when the Auto Rifle was held down at the waiste.
