
Subject: Double Weilded Weapons :D
Posted by [mrÃ£Ã§Ã-z](#) on Wed, 30 Jul 2008 15:50:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yeah i want Double Weilded Weapons

Pistol, flechette etc

Subject: Re: Double Weilded Weapons :D
Posted by [ErroR](#) on Wed, 30 Jul 2008 16:00:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

madrackz wrote on Wed, 30 July 2008 18:50Yeah i want Double Weilded Weapons

Pistol, flechette etc
hax

I want em too (not)

Subject: Re: Double Weilded Weapons :D
Posted by [u6795](#) on Wed, 30 Jul 2008 16:43:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

1. It's been done before in Rp2 and I think AR is doing it.
 2. Why the hell? They weren't meant to be in Renegade in the first place. Stop suggesting things just becuae you want them- that's not what this patch is about.
-

Subject: Re: Double Weilded Weapons :D
Posted by [Herr Surth](#) on Wed, 30 Jul 2008 16:44:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

If I can have a Mediumtank with 1252356235 HP and 23564565 Damage that costs 0.2364623346 Credits!

Subject: Re: Double Weilded Weapons :D
Posted by [Ghostshaw](#) on Wed, 30 Jul 2008 16:52:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

The one in RP2 was just a single weapon that showed up like 2 weapons in your hands AFAIK.

Not gonna happen.

Subject: Re: Double Weilded Weapons :D
Posted by [mrÃ£Ä§Ä-z](#) on Wed, 30 Jul 2008 18:16:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ghostshaw wrote on Wed, 30 July 2008 11:52The one in RP2 was just a single weapon that showed up like 2 weapons in your hands AFAIK.

Not gonna happen.
Yup

Subject: Re: Double Weilded Weapons :D
Posted by [u6795](#) on Wed, 30 Jul 2008 18:20:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

Still, it's the closest anyone's gotten so far.

Subject: Re: Double Weilded Weapons :D
Posted by [KobraOps](#) on Wed, 30 Jul 2008 23:25:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Just throw this idea in with the unstealth generator, anitspawnkilling, listening to radio, and trannys with guns topics.

Not going to happen, because it would make the game worse and its a waste of coding.

Subject: Re: Double Weilded Weapons :D
Posted by [BlueThen](#) on Wed, 30 Jul 2008 23:58:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

Should be focusing more on game fixes than game features.

Subject: Re: Double Weilded Weapons :D
Posted by [Craziac](#) on Thu, 31 Jul 2008 03:28:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

BlueThen wrote on Wed, 30 July 2008 18:58 Should be focusing more on game fixes than game features.

Seems you're one of the few that understand the idea behind this patch.

Subject: Re: Double Weilded Weapons :D
Posted by [nikki6ixx](#) on Thu, 31 Jul 2008 05:41:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

KobraOps wrote on Wed, 30 July 2008 18:25 trannys with guns

That's terrifying.

Subject: Re: Double Weilded Weapons :D
Posted by [KobraOps](#) on Thu, 31 Jul 2008 05:51:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

like i said no more dumb ideas

Subject: Re: Double Weilded Weapons :D
Posted by [ErroR](#) on Thu, 31 Jul 2008 14:32:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

KobraOps wrote on Thu, 31 July 2008 08:51
like i said no more dumb ideas
Who are u here -_-

Subject: Re: Double Weilded Weapons :D
Posted by [nope.avi](#) on Thu, 31 Jul 2008 14:34:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Why do you keep ignoring everyone who says that it's to fix glitches and problems with the game not to completely remake it into whatever you want.

Subject: Re: Double Weilded Weapons :D
Posted by [u6795](#) on Thu, 31 Jul 2008 14:35:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

ErroR wrote on Thu, 31 July 2008 10:32 KobraOps wrote on Thu, 31 July 2008 08:51

like i said no more dumb ideas

Who are u here -_-

Someone with less posts than you but a shockingly better sense of logic.

Subject: Re: Double Weilded Weapons :D

Posted by [ErroR](#) on Thu, 31 Jul 2008 14:44:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

u6795 wrote on Thu, 31 July 2008 17:35
ErroR wrote on Thu, 31 July 2008 10:32
KobraOps wrote on Thu, 31 July 2008 08:51

like i said no more dumb ideas

Who are u here -_-

Someone with less posts than you but a shockingly better sense of logic.

I don't want to be mean or something or say "I ROX CUZ I HAVE MORE POSTS HAHAAH" i'm not that kind of person

Subject: Re: Double Weilded Weapons :D

Posted by [Slave](#) on Thu, 31 Jul 2008 17:14:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

As far as I'm aware, this thing comes with a new scripts file. Feature requests, although not the priority right now, have always been a part of the development of the scripts file. So I can see where everyone is coming from.
