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Subject: Dual Weapons

Posted by [xSeth2k2x](#) on Tue, 22 Jul 2003 16:31:30 GMT

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Has Anyone impalented dual weapons yyet?

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Subject: Dual Weapons

Posted by [Aurora](#) on Tue, 22 Jul 2003 17:31:40 GMT

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Implanted?

Do you mean implemented?

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Subject: Re: Duel Weapons

Posted by [Halo38](#) on Tue, 22 Jul 2003 19:06:33 GMT

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xSeth2k2xanyone implanted them yet?

I have one grafted into my arm, does that count?

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Subject: Dual Weapons

Posted by [kopaka649](#) on Tue, 22 Jul 2003 19:24:44 GMT

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aurorax0Implanted?

Do you mean implemented?

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Subject: Dual Weapons

Posted by [Wild1](#) on Tue, 22 Jul 2003 19:28:06 GMT

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I think Ren Alert(Tanya)was going to have it but I'm not sure.

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Subject: Re: Duel Weapons

Posted by [Sir Phoenixx](#) on Tue, 22 Jul 2003 19:59:32 GMT

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xSeth2k2x

Topic: Duel Weapons

anyone implanted them yet?

LOL...

Do you really mean Duel Weapons as in pistols at 10 paces at high noon, or sabers?

Or, do you actually mean Dual Weapons, as in "Akimbo Weapons", meaning a weapon in both hands?

(LOL, I'd like to implant a machine gun on my arm to replace my left hand... )

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Subject: Dual Weapons

Posted by [Havoc 89](#) on Tue, 22 Jul 2003 20:07:11 GMT

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What is so hard about making weapons in both hands? i can do it in a day if i want to. made a model with 2 weapons, and change the hand position. its very simple.

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Subject: Dual Weapons

Posted by [kopaka649](#) on Tue, 22 Jul 2003 20:19:43 GMT

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how would you implement reloading?

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Subject: Dual Weapons

Posted by [Sn1per XL](#) on Tue, 22 Jul 2003 21:48:45 GMT

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You could just make the weapon go down then u make a reload sound or u could do it the hard way and make him put one weapon in his pocket? anyway would be really cool.

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Subject: Dual Weapons

Posted by [forsaken](#) on Wed, 23 Jul 2003 00:15:42 GMT

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just look at the reload sequence of the double pistols on counter-strike

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Subject: Dual Weapons

Posted by [xSeth2k2x](#) on Wed, 23 Jul 2003 00:39:57 GMT

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jsut make the hands go below the screen

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Subject: Dual Weapons

Posted by [Havoc 89](#) on Wed, 23 Jul 2003 01:18:28 GMT

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kopaka649how would you implement reloading?

make a custom Weapon reload animation.

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