Subject: Charging weapons
Posted by TimeFX on Wed, 14 Jan 2004 14:57:58 GMT
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Hi again!

Not a bug this time, but a problem - I don't think that it is resolveable.

Anybody knows the IonCannon weapon from UT2003?
You hold mouse button - weapon charges and fires when charged!
I'm trying to do this with Renegade but the ChargeTime setting for the ammo is not enough,
because the user won't see that the weapon is loading... I need a charging sound there - or better
- the progress bar from the IonCannonBeacon.

Any idea?

TimeFX

Subject: Charging weapons
Posted by Sanada78 on Wed, 14 Jan 2004 15:34:02 GMT
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You'll find in the preset library that there is a charging sound for PIC. It's just the normal Ion
Cannon charging sound with a higher pitch.

Just look through the weapon sounds and you?ll find it.

Subject: Charging weapons
Posted by TimeFX on Wed, 14 Jan 2004 16:02:45 GMT
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Thank you, I'll try it - dunno that there is a charging sound for PIC

Subject: Charging weapons
Posted by Deafwasp on Wed, 14 Jan 2004 16:38:31 GMT
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you can change it so when you fire it is like normal, but when you right click it looks to charge then
fire, with a stronger attack. gotta mod it a little but I think that is the best your gunna get.