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Subject: Cluster Munitions, is it possible?

Posted by [Anonymous](#) on Wed, 19 Feb 2003 11:20:00 GMT

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ok, first step, temp an Ammo setting that is closest to what you want.

Munitions->Ammo->next, mod your new Temp preset, and click on the settings tab, you will want to check out these settings the most, and play with them to get the desired effect. SprayAngle=0.000 &lt-- angle that the "spray" surrounds, think of a cone from your muzzle with that width(yes, math sucks) SprayCount=1 &lt-- amount of "clusters" that you would want SprayBulletCost=1 &lt-- how many rounds are deducted from the player/vehicles ammo clip a good setting for a "cluster" might be SprayAngle=6.000 SprayCount=8 SprayBulletCost=1 the above will create a "shotgun" like effect with your desired ammo. play with the settings, just don't give TOO many powerful warheads to a single shot, or you will severely over balance the weapon (god like weapon = spray of 45.000, Count = 50, bulletcost = 1 &lt-- that is like 50 rounds to what ever you are facing) hope that helps a bit, just a BRIEF explanation behind the science of ammo.

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