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Subject: AI Bullet Shells

Posted by [Everyone](#) on Mon, 12 Jul 2004 22:28:46 GMT

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Hi, I'm new to both the forums and modding and I have been experimenting on the renegade mod tools. I've been trying to add bullet shells ejecting after the weapon fires but it only works for the player and not the ai units. I've tried modifying both ai and player weapon but it doesn't work. Does anyone know how to fix this?

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