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Subject: Weapon Recoil

Posted by [Aircraftkiller](#) on Sun, 03 Oct 2004 23:51:27 GMT

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Oh, it works. Change it on a soldier, you'll notice that their rifle goes from the little jittering effect of firing to flying back and forth faster than a gas piston... It only works in third person. Recoil animations are done through the firing animation but I seriously doubt that those can be made to make the camera shake.

But I do believe that if you made your weapon generate an explosion that shook the screen somewhat each time you fired, and make the explosion only register for your weapon and for yourself, you'd see recoil working in-game with first person view.

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