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Subject: Are these possible?

Posted by [Sir Phoenixx](#) on Mon, 12 May 2003 12:59:22 GMT

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Nightma13maybe make pickup trucks be built then they blow?

Pickup Trucks? Blow up? What are you talking about exactly? And what does this have to do with this thread?

bigwig992Yeah, but you can't code in new cycles for weapons. Just, temp the weapon, and give it its new ammo. You could have 3 weapons, and it would be like cycling through the weapons list. Would that fit your needs?

Then you'd have dozens of weapons in the weapons list. You'd have M16 Single, M16 Burst, M16 Auto, etc.

I want to have multiple firing modes for each weapon. Be able to pick your weapon, and switch your firing mode, and fire using that firing mode, switch your fire mode, and use that mode.

Example: Choose the grenade launcher, switch to Fragmentation grenades, lob some at an incoming enemy, switch to Smoke grenades, lob some in front of the entrance to the enemy base (to cover yourself from being seen), choose the M249 SAW, switch to automatic, and lay covering fire for the explosives people to come in and demolish a building or two.

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