
Subject: Medieval themed mod, anyone interested?
Posted by [JRPereira](#) on Thu, 05 Jun 2003 03:00:44 GMT
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you could possibly give a really short ranged invisible projectile, have the weapon default animation be the kind of "ready to strike" animation, and have the reload animation be a quick hit with the weapon. Maybe if you slow the projectile right, you could give the appearance that halfway through the strike animation, you'd do damage to the opponent.

Likewise misses could be simulated using the same slow projectile.
