Subject: Trigger_Weapon help
Posted by a100 on Mon, 23 Apr 2007 22:07:05 GMT

Does Trigger_Weapon not work or am i just not using the code right?

Heres what i beleive the parameters are

GameObject *obj = Player to shoot from
bool fire = fire or not?
const Vector3 &location = Location to fire?
bool primary = secondary/primary fire