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Subject: Re: Display Narration In-Game  
Posted by [Veyrdite](#) on Sat, 04 Aug 2007 00:32:07 GMT  
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\*bump\*

My modded railgun cant be selcted to use ingame/as if i didn't have a weapon but the railgun icon is on the weaponlist when i pick up the powerup.

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### File Attachments

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1) [railgun.jpg](#), downloaded 675 times

**Edit object**

General Settings Dependencies

Style

Model

IdleAnim

FireAnim

BackModel

SwitchTime

ReloadTime

KeyNumber

CanSnipe

CanReceiveGenericCnCAmmo

OK Cancel OK & Propagate...

**Edit object**

General Settings Dependencies

Rating

EjectPhysDefID

MuzzleFlashPhysDefID

FirstPersonModel

FirstPersonOffset  
 X:  Y:  Z:

RecoilImpulse

HUDIconTextureName

ReloadSoundDefID

EmptySoundDefID

PrimaryAmmoDefID

OK Cancel

**Edit object**

General Settings Dependencies

SecondaryAmmoDefID

ClipSize

MaxInventoryRounds

RecoilTime  seconds

RecoilScale

AGiveWeaponsWeapon

IconNameID

IconTextureName

IconTextureUV  
 X1:  Y1:  X2:  Y2:

IconOffset  
 X:  Y:

OK Cancel OK & Propagate...

**Edit object**

General Settings Dependencies

HumanFiringAnimation

OK Cancel