
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.

File Attachments

1) [railgun.jpg](#), downloaded 514 times

Edit object

General | Settings | Dependencies

Style: Shoulder

Model: always\weapons\rail_gun\w_rail.w3d

IdleAnim:

FireAnim:

BackModel: always\weapons\rail_gun\w_rail_b.w3d

SwitchTime: 2.000

ReloadTime: 2.850

KeyNumber: 7.500

CanSnipe

CanReceiveGenericCnC Ammo

OK Cancel OK & Propagate...

Edit object

General | Settings | Dependencies

Rating: 0.100

EjectPhysDefID:

MuzzleFlashPhysDefID:

FirstPersonModel: always\weapons\rail_gun\f_gm_rail.w3d

FirstPersonOffset: X: 0.230 Y: -0.090 Z: -0.100

RecoilImpulse: 0.000

HUDIconTextureName: always\hud\weapon\hud_6x4_weapon_19.tga

ReloadSoundDefID: SFX.Railgun_Reload

EmptySoundDefID: Pistol_Empty_Click

PrimaryAmmoDefID: Ammo_Railgun2_Primary_Player

OK Cancel

Edit object

General | Settings | Dependencies

SecondaryAmmoDefID: Ammo_Railgun2_Secondary_Player

ClipSize: 1

MaxInventoryRounds: 45

RecoilTime: 0.000 seconds

RecoilScale: 0.000

AGiveWeaponsWeapon

IconNameID: IDS_Enc_Weap_Civ_RailGun_Name

IconTextureName: always\hud\weapon\hud_sg_lr_rg.tga

IconTextureUV: X1: 0.000 Y1: 90.000 X2: 128.00 Y2: 128.00

IconOffset: X: -26.000 Y: 50.000

OK Cancel OK & Propagate...

Edit object

General | Settings | Dependencies

HumanFiringAnimation:

OK Cancel