

---

Subject: Re: ChemSprayer

Posted by [ErroR](#) on Thu, 13 Nov 2008 15:11:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

LR01 wrote on Thu, 13 November 2008 17:07ErroR wrote on Thu, 13 November 2008 13:37LR01 wrote on Thu, 13 November 2008 14:14Problem is not that simple I see now, I merged the always.dat and always2.dat from the original regenegade, still crash

Why happens when you shoot your buidling whit a chemsprayer?

I had a prob like that, it was whit the pistol, I found a box named EJECT, I needed to delete and export it.

Just redoing the chemsprayer would be necessary I think, then I wonder, where is the it that makes it crash in the chemsprayer, since it only happens when you shoot your own buildings, shooting on the ground is fine

U mean u need the "eject" bone removed form the chem sprayer?

I don't know how WW made ore coded it, that is my problem, some weapons appear to call up some things

(I think EJECT is used for the bullets coming out the pistol when you shoot it)yes, not only pistol

---