
Subject: Re: ChemSprayer

Posted by [ErroR](#) on Thu, 13 Nov 2008 19:38:44 GMT

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LR01 wrote on Thu, 13 November 2008 21:28
ErroR wrote on Thu, 13 November 2008 16:11
LR01 wrote on Thu, 13 November 2008 17:07
ErroR wrote on Thu, 13 November 2008 13:37
LR01 wrote on Thu, 13 November 2008 14:14
Problem 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 building with a chemsprayer?

I had a prob like that, it was with 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 from 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

Do you know how that work? the bullets flying out?

well it's the place bullet shells fly from.. but in chem sprayer, flamer and others it doesn't do anything (since it ejects nothing)
