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Subject: Re: METRIOD PRIME!

Posted by [samous](#) on Wed, 24 Dec 2008 05:02:04 GMT

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Altzan wrote on Tue, 23 December 2008 14:43All mine did was a message saying "cannot something-or-other CreateObjectRightHook" or something strange like that, yet it worked.

Also I'm experimenting with Renegade weapons, making beam-type stuff for it. After that, the level itself will be boring but the characters might be fun enough for a LAN match.

TIP: have the weapons fire like normal amo (more like the tib autorifle), and edit the fire effect to a sphere. Something like that could be helpfull to making metriod guns.

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