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Subject: Re: Charging Gun

Posted by [Jerad2142](#) on Mon, 02 Mar 2009 14:20:37 GMT

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Cabal8616 wrote on Mon, 02 March 2009 06:29: Sadly, you can't make it charge then unleash dozens of bullets. It'd have to charge individually for each bullet. Which really sucks.

Still works for single fire weapons, though.

You could script it to play a charging sound when the mouse button was clicked, and then after a certain amount of time transfer some ammo over into you current clip, allowing you to shoot, once you quit shooting for a bit you would then just set the ammo on the current clip back to zero, transferring all the rest of the ammo back to your backpack rounds.

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