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Subject: Charging weapons

Posted by [TimeFX](#) on Wed, 14 Jan 2004 14:57:58 GMT

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Hi again!

Not a bug this time, but a problem - I don't think that it is resolveable.

Anybody knows the IonCannon weapon from UT2003?

You hold mouse button - weapon charges and fires when charged!

I'm trying to do this with Renegade but the ChargeTime setting for the ammo is not enough, because the user won't see that the weapon is loading... I need a charging sound there - or better - the progress bar from the IonCannonBeacon.

Any idea?

TimeFX

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