Subject: AI Bullet Shells
Posted by Everyone on Mon, 12 Jul 2004 22:28:46 GMT
View Forum Message <> Reply to Message

Hi, I'm new to both the forums and modding and I have been experimenting on the renegade mod tools. I've been trying to add bullet shells ejecting after the weapon fires but it only works for the player and not the ai units. I've tried modifying both ai and player weapon but it doesn't work. Does anyone know how to fix this?

Subject: AI Bullet Shells
Posted by Naamloos on Tue, 13 Jul 2004 00:59:00 GMT
View Forum Message <> Reply to Message

You tested it in a .mix map? It won`t work if you just click "mod" in a .mix, "temp" the thing and do as you like.

Subject: AI Bullet Shells
Posted by htmlgod on Tue, 13 Jul 2004 02:10:00 GMT
View Forum Message <> Reply to Message

Unless I'm mistaken, the shells coming out of the weapon are only displayed in first person view. Thus you can see your own, but no body elses, including human players and AI bots.

Subject: AI Bullet Shells
Posted by Deactivated on Tue, 13 Jul 2004 09:01:29 GMT
View Forum Message <> Reply to Message

htmlgodUnless I'm mistaken, the shells coming out of the weapon are only displayed in first person view. Thus you can see your own, but no body elses, including human players and AI bots.

No.
Copy the EjectPhysDefID code from Shotgun and insert it to your weapon code.
You can also use MuzzleFlashPhysDefID to specify a timed effect when your weapon fires. The advantage over attaching the muzzle effect to weapon model is that the muzzle animation duration can be customized.

Subject: AI Bullet Shells
Posted by 2000_years on Tue, 13 Jul 2004 10:41:59 GMT
View Forum Message <> Reply to Message

You can see shells coming out of your pistol and shotgun in third person view too, but you can't

see any shellscasings coming out of the AI's weapons (when an enemy fires a shotgun no shellcasings come out)

Subject: AI Bullet Shells
Posted by Deactivated on Tue, 13 Jul 2004 12:12:45 GMT
View Forum Message <> Reply to Message

2000_yearsYou can see shells coming out of your pistol and shotgun in third person view too, but you can't see any shellscasings coming out of the AI's weapons (when an enemy fires a shotgun no shellcasings come out)

That is because the AI weapons don't have EjectPhysDefID specified.

Subject: AI Bullet Shells
Posted by Everyone on Tue, 13 Jul 2004 16:59:49 GMT
View Forum Message <> Reply to Message

I already specified it for ai weapons but it still doesn't appear.