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Subject: Weapon Recoil

Posted by [Everyone](#) on Sun, 03 Oct 2004 23:43:24 GMT

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I was browsing things in the ren editor when I saw that every weapon preset has recoil time and recoil scale. I tried modifying the values for the autorifle but it doesn't work. Has anyone gotten the weapon recoil to work?

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Subject: Weapon Recoil

Posted by [YSLMuffins](#) on Sun, 03 Oct 2004 23:46:28 GMT

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It only seems to work on vehicles, AFAIK. And even then, the barrel has to be attached to the muzzle bone in order for recoil to be applied.

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Subject: Weapon Recoil

Posted by [Everyone](#) on Sun, 03 Oct 2004 23:48:52 GMT

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So, if someone were to do this then the weapons would have recoil. Is that correct?

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Subject: Weapon Recoil

Posted by [Aircraftkiller](#) on Sun, 03 Oct 2004 23:51:27 GMT

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Oh, it works. Change it on a soldier, you'll notice that their rifle goes from the little jittering effect of firing to flying back and forth faster than a gas piston... It only works in third person. Recoil animations are done through the firing animation but I seriously doubt that those can be made to make the camera shake.

But I do believe that if you made your weapon generate an explosion that shook the screen somewhat each time you fired, and make the explosion only register for your weapon and for yourself, you'd see recoil working in-game with first person view.

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Subject: Weapon Recoil

Posted by [Everyone](#) on Mon, 04 Oct 2004 00:11:16 GMT

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I don't think the explosion idea works because you can't create explosions that are on the weapon itself.

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Subject: Weapon Recoil

Posted by [Havoc 89](#) on Mon, 04 Oct 2004 00:21:04 GMT

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Yeah, I actually tried that a couple of months ago, and you cant attach an explosion when you fire. So that idea went down the drain. Maybe someone can make a script that attaches an explosion when you fire. That will have many advantages too. You wouldnt have to make an muzzle flash in renx. you can just attach one to when you fire.

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Subject: Weapon Recoil

Posted by [Everyone](#) on Mon, 04 Oct 2004 00:43:31 GMT

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I don't think you can attach scripts to weapons or could we?

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