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Subject: gatting gun  
Posted by [Poskov](#) on Wed, 07 May 2008 12:47:00 GMT  
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is it possible to make a gatting gun that revs up before firing?  
like sakura's comanche machinegun?

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Subject: Re: gatting gun  
Posted by [Canadacdn](#) on Thu, 08 May 2008 00:54:44 GMT  
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Yes, just change "Chargetime" for a weapon's ammunition in LE. You will then have to hold down the mouse button for x number of seconds before the weapon fires.

You can also add a "continuous fire sound" to the weapon in LE.

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Subject: Re: gatting gun  
Posted by [Poskov](#) on Thu, 08 May 2008 22:03:17 GMT  
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that doesn't work, I tried, it make it behave like a PIC;  
is there a script instead?

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Subject: Re: gatting gun  
Posted by [bisen11](#) on Fri, 09 May 2008 13:12:07 GMT  
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The AI chaingun does that, so take a look at it and see what's different.

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Subject: Re: gatting gun  
Posted by [Jerad2142](#) on Wed, 14 May 2008 08:29:38 GMT  
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bisen11 wrote on Fri, 09 May 2008 07:12The AI chaingun does that, so take a look at it and see what's different.  
AI fakes it, and no there is no real GOOD way to make an INFANTRY held gatting gun work, but with scripts...

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