
Subject: How to let 1000 & 500 sniper shoot faster
Posted by [ReLoaDeD](#) on Tue, 16 Sep 2008 09:29:07 GMT
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Hey guys does someone know how to let the 1000 & 500 sniper shoot faster.

its for my server, not for cheating..

Subject: Re: How to let 1000 & 500 sniper shoot faster
Posted by [Spyder](#) on Tue, 16 Sep 2008 09:33:49 GMT
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In the weapon presets change the recoil time to a lower value.

Subject: Re: How to let 1000 & 500 sniper shoot faster
Posted by [ReLoaDeD](#) on Tue, 16 Sep 2008 09:45:55 GMT
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I tried that but its not working, only when i put it in my renegade data folder and i click on "host a game" when im logged in on westwood online.

but its not working in my renegadeFDS.

I got a No Reload mod in my renegadeFDS has that something to do with it ?

Subject: Re: How to let 1000 & 500 sniper shoot faster
Posted by [Veyrdite](#) on Tue, 16 Sep 2008 09:47:04 GMT
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ReLoaDeD wrote on Tue, 16 September 2008 19:45I tried that but its not working, only when i put it in my renegade data folder and i click on "host a game" when im logged in on westwood online.

but its not working in my renegadeFDS.

I got a No Reload mod in my renegadeFDS has that something to do with it ?
Could be. Make your own no-reload mod by setting spraybulletcost to 0.

Subject: Re: How to let 1000 & 500 sniper shoot faster
Posted by [ReLoaDeD](#) on Tue, 16 Sep 2008 09:53:10 GMT
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I got No falling damage No reload No tiberium damage in 1 objects.gm and i want to add this in it.

Subject: Re: How to let 1000 & 500 sniper shoot faster
Posted by [ReLoaDeD](#) on Tue, 16 Sep 2008 10:16:51 GMT
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does someone have an idea ?

Subject: Re: How to let 1000 & 500 sniper shoot faster
Posted by [mr£Ä\\$Ä-z](#) on Tue, 16 Sep 2008 13:40:24 GMT
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You did it right but it wont show that you shot faster. Just test it on someone shoot him you will se he will be damaged without that you even shot the second bullet

Subject: Re: How to let 1000 & 500 sniper shoot faster
Posted by [Canadacdn](#) on Tue, 16 Sep 2008 22:08:53 GMT
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I don't think you can change a weapon's rate of fire with a server-side mod.
