
Subject: is there away
Posted by [Distrbd21](#) on Thu, 31 Dec 2009 07:41:33 GMT
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to have dual pistols or anytype of gun in renegade?, i thought it would be bad ass to run around owning people with dual pistols.

Subject: Re: is there away
Posted by [Goztow](#) on Thu, 31 Dec 2009 09:05:29 GMT
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I thought roleplay had dual pistols.

Subject: Re: is there away
Posted by [Omar007](#) on Thu, 31 Dec 2009 11:13:57 GMT
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goztow wrote on Thu, 31 December 2009 10:05I thought roleplay had dual pistols.
Thought so too but im not sure.

You can make dual-wield weapons but my guess is that it will be pretty crappy in 3rd person (1 will float?). In 1st person you can make the handposition correctly though so that will look as it should ^^

Subject: Re: is there away
Posted by [Tupolev TU-95 Bear](#) on Thu, 31 Dec 2009 11:20:21 GMT
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i thought it wasnt possible to wield 2 pistols online = objects.dbb unless its in a .pkg

Subject: Re: is there away
Posted by [Omar007](#) on Thu, 31 Dec 2009 12:26:03 GMT
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GOL14TH wrote on Thu, 31 December 2009 12:20i thought it wasnt possible to wield 2 pistols online = objects.dbb unless its in a .pkg
You dont need to modify objects.dbb
Just make your weapon replace an existing one

Subject: Re: is there away

Posted by [Tupolev TU-95 Bear](#) on Thu, 31 Dec 2009 12:32:13 GMT

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Omar007 wrote on Thu, 31 December 2009 12:26GOL14TH wrote on Thu, 31 December 2009 12:20i thought it wasnt possible to wield 2 pistols online = objects.dbb unless its in a .pkg
You dont need to modify objects.dbb
Just make your weapon replace an existing one
wow
now i wanna pwn with 2 colt 45

Subject: Re: is there away

Posted by [Omar007](#) on Thu, 31 Dec 2009 12:39:37 GMT

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GOL14TH wrote on Thu, 31 December 2009 13:32Omar007 wrote on Thu, 31 December 2009 12:26GOL14TH wrote on Thu, 31 December 2009 12:20i thought it wasnt possible to wield 2 pistols online = objects.dbb unless its in a .pkg
You dont need to modify objects.dbb
Just make your weapon replace an existing one
wow
now i wanna pwn with 2 colt 45
Note that the RoF, Mag size, damage etc will be the same as the original weapon with replacing (so you wont do double damage)
If you would change those then you would need a PKG

Subject: Re: is there away

Posted by [Distrbd21](#) on Fri, 01 Jan 2010 07:54:04 GMT

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so if i found a colt 45 made 2 of them diff, and put them on a char diff would it do dbl damage?

Subject: Re: is there away

Posted by [ErroR](#) on Fri, 01 Jan 2010 11:19:39 GMT

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Distrbd21 wrote on Fri, 01 January 2010 09:54so if i found a colt 45 made 2 of them diff, and put them on a char diff would it do dbl damage?
no.. smart ass, the model doesn't change anything, only threw level edit

Subject: Re: is there away

Posted by [Distrbd21](#) on Fri, 01 Jan 2010 18:41:35 GMT

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ok and how am i being a smart ass?

Subject: Re: is there away

Posted by [GEORGE ZIMMER](#) on Fri, 01 Jan 2010 19:43:37 GMT

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goztow wrote on Thu, 31 December 2009 03:05I thought roleplay had dual pistols.
It did, but there was a problem with the second pistol in third person, so they removed it.

I'm hoping they put it back in, though.

Subject: Re: is there away

Posted by [ErroR](#) on Fri, 01 Jan 2010 21:35:17 GMT

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Distrbd21 wrote on Fri, 01 January 2010 20:41ok and how am i being a smart ass?
i didn't really understand what you meant actually. Was late, no offense intended

Subject: Re: is there away

Posted by [Distrbd21](#) on Sat, 02 Jan 2010 00:40:01 GMT

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none taken, just wanted to make sure i wasn't being a smart ass and not knowing it lol.

Subject: Re: is there away

Posted by [R315r4z0r](#) on Sat, 02 Jan 2010 07:50:36 GMT

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You have to make it an illusion.

Basically two guns would be 'one weapon' with two models.

Subject: Re: is there away

Posted by [Gen_Blacky](#) on Fri, 08 Jan 2010 23:56:04 GMT

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R315r4z0r wrote on Sat, 02 January 2010 01:50You have to make it an illusion.

Basically two guns would be 'one weapon' with two models.

wouldn't it be just one model with an animation. Renegade only supports one weapon so you make renegade believe its just one weapon. You could never make the left gun shoot by itself while the right gun sits idle it would just follow the animation. Unless you could do it with some coding.
