

---

Subject: Is it possible???

Posted by [Ugauga01](#) on Thu, 17 Jul 2003 20:18:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hi.

My Problem is the fire Rate of the Secondary Weapon.

I did the USA Paladin and configured the Ammo.

Primary is a rocket and the Secondary is Laser like in Generals.

The Primary Weapon (Rocket) has a ClipSize of 1. I changed the Clipsizes of the Secondary to 500.

But ingame it uses the Clipsizes of the Primary for the Secondary, too.

Is it possible that each weapon use another Config??

---

---

Subject: Is it possible???

Posted by [Ugauga01](#) on Fri, 18 Jul 2003 13:30:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Can nobody help me with this problem????

---

---

Subject: Is it possible???

Posted by [laeubi](#) on Fri, 18 Jul 2003 19:27:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

You can just use the spraybulletcos value set it eg. to 500 that mean you can use the this weapon once wich cost 500 bulet of primary amo. you cannot ahfe different CLipsizes for Prim/Second

---

---

Subject: Is it possible???

Posted by [Ugauga01](#) on Sat, 19 Jul 2003 11:34:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

OK Thx

---