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Subject: Re: Knife Ingame

Posted by [Jerad2142](#) on Sat, 21 Oct 2006 02:09:06 GMT

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Viking wrote on Fri, 20 October 2006 19:51Oh and when you are setting up the firing.

Make it like a shotgun so you can hit somone easier not only one shot at a time like the handgun!

I dont know if you understand me noone dose...

I do, of course I am making a Legend of Zelda multi player game for Renegade (I have all of its weapons so far including swords and I do use a shotgun bullet spray effect on the swords to make it easier hit your enemies).

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