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Subject: Dual Weapons ARE possible (Video inside)

Posted by [laeubi](#) on Thu, 21 Aug 2003 06:01:33 GMT

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lol, I forget export the Muzzleflash of the second gun.lol

hm, I never played CS so...maybe you can make some sceens, ore something so I can see how they reload.

And the bullet thing... thats just an COnmandosetting...you can even setup that a gun fires 20 Bullets each shoot, but I have not setup the commandosettings for this weapon so every gun, just shoot 1/2 Bullet

And um, its not hard to aim, I was just shooting around and it seem I setted the bots up beeter than I want

And as I said its not setted up in Commando, so it just had the normal damage of the standard pistol atm.

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