Subject: help with oby/agt guns
Posted by piotrkol1 on Mon, 11 Jul 2005 22:43:40 GMT
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i am struggling with makign agt/oby guns for my crazy ctf server using the objects.ddb, do i edit a current weapon, or do i just edit the character and change his weapon the the oby under structurs, or do i do something else?

Subject: Re: help with oby/agt guns
Posted by nopic01| on Mon, 11 Jul 2005 23:49:14 GMT
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and thats why u love me

Subject: Re: help with oby/agt guns
Posted by Obelisk on Tue, 12 Jul 2005 00:12:52 GMT
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change the charicters weapon. If you change the weapon itself on your screen it will shoot an obelisklaser but oon opponents screen it will be the regular weapon. I already tested this with one of my maps.i changed the ravs weapon and it work for the opponents. I Think creating a powerup would also work, but im not sure.

Subject: Re: help with oby/agt guns
Posted by piotrkol1 on Tue, 12 Jul 2005 19:02:32 GMT
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k thanks it works