

Bullet Casing Collision

gameresources_patch1\generated\decls\md6def\md6def\objects\weapons\heavy\chaingun.md6.decl

Bullet casings should not spawn because they have collision with the hitscan tracers.

```
anim
"md6/objects/weapons/heavy/chaingun/motion/player/human/base/core/shootstate_into.md6anim" {
  event "ae_fireWeaponRightPrimaryOnly" {
    frame 0.0000
    row 0
  }
  event "ae_fireWeaponRightPrimaryOnly" {
    frame 4.0000
    row 0
  }
  event "ae_fireWeaponRightPrimaryOnly" {
    frame 8.0000
    row 0
  }
  event "ae_fireWeaponRightPrimaryOnly" {
    frame 12.0000
    row 0
  }
  event "ae_fireWeaponRightPrimaryOnly" {
    frame 16.0000
    row 0
  }
  event "ae_fireWeaponRightPrimaryOnly" {
    frame 20.0000
    row 0
  }
}
anim "md6/objects/weapons/heavy/chaingun/motion/player/human/base/core/shootstate_01.md6anim"
{
  event "ae_fireWeaponRightPrimaryOnly" {
    frame 0.0000
```

```

row 0
}
event "ae_fireWeaponRightPrimaryOnly" {
    frame 4.0000
    row 0
    }
    event "ae_fireWeaponRightPrimaryOnly" {
        frame 8.0000
        row 0
        }
        event "ae_fireWeaponRightPrimaryOnly" {
            frame 12.0000
            row 0
            }
            event "ae_fireWeaponRightPrimaryOnly" {
                frame 16.0000
                row 0
                }
                event "ae_fireWeaponRightPrimaryOnly" {
                    frame 20.0000
                    row 0
                    }
                    }
        anim
        "md6/objects/weapons/heavy/chaingun/motion/player/human/base/core/turretmode_shootstate_01.md
6anim" {
    event "ae_fireWeaponRightSecondaryOnly" {
        frame 0.0000
        row 0
        }
        event "ae_fireWeaponRightSecondaryOnly" {
            frame 4.0000
            row 0
            }
            event "ae_fireWeaponRightSecondaryOnly" {
                frame 8.0000
                row 0
                }
                event "ae_fireWeaponRightSecondaryOnly" {
                    frame 12.0000
                    row 0

```

```
    }  
    event "ae_fireWeaponRightSecondaryOnly" {  
        frame 16.0000  
        row 0  
    }  
    event "ae_fireWeaponRightSecondaryOnly" {  
        frame 20.0000  
        row 0  
    }  
}
```

Revision #4

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