

Projectiles

gameresources\generated\decls\projectile\projectile\player\chaingun_turret.decl

Add the following to fix the Mobile Turret infinite sound loop bug.

```
{
  inherit = "projectile/base/bullet";
  edit = {
    fireSoundStart = "play_pistol_hand_cannon_fire"; // fireSoundLoopStart & fireSoundStop are replaced
    impactEffectTable = "impacteffect/projectiles/weapons/chaingun";
    damageDecl = "damage/firearm/chaingun_turret";
    spawnCount = 4;
    impactEffectSpawnCount = 1;
    tracerInfo = {
      tracerMtr = NULL;
      doRandomTracers = true;
      randomTracerType = "TRACERRANDOM_VARIABLE";
      randomTracerNum = 2;
      tracerLength = 2.477;
      sndTracer = "projectile/mp_bullet_passby";
      ribbon2Decls = {
        num = 3;
        item[0] = {
          ribbonDecl = "chaingun_tracer_base";
          offset = {
            x = -0.324999988;
          }
          thirdPersonOffset = {
            x = -0.324999988;
          }
        }
        item[1] = {
          ribbonDecl = "chaingun_tracer_base_90";
          offset = {
```

```

    mVecX = -0.324999988;
    mVecY = 0;
    mVecZ = 0;
    mThirdPersonOffset = {
        mVecX = -0.324999988;
        mVecY = 0;
        mVecZ = 0;
    };
    mItem[2] = {
        mRibbonDecl = "chaingun_tracer_base_solid";
        mVecX = 0;
        mVecY = 0;
        mVecZ = 0;
    };
}

```

gamedata\resources\generated\decls\projectile\projectile\player\double_barrel_flame_meat_hook.decl

Add the following to enable a flame FX for the host player whenever they use the Meathook.

```

{
    inherit = "projectile/player/double_barrel_meat_hook";
    edit = {
        fireSoundStart = "play_wpn_shotgun_double_meathook_master_fire";
        fxDecl = "weapon/meathook/meathook_projectile_mastery";
        hotHitscanInfo = {
            entityDef = "projectile_ent/throwable/player/flaming_meat_hook";
            clientAuthoritative = false; // set to false
        };
        projectilePlaysFireSound = true; // set to true
    };
}

```

gamedata\resources\generated\decls\projectile\projectile\player\shotgun_pop_rocket.decl

Add the following to fix some network issues with Sticky Bombs.

```

{
    inherit = "projectile/player/assault_rifle_assaultrifle_secondary";
}

```

```

edit = {
fireSoundStart = "play_shotgun_pop_rocket_fire";
impactEffectTable = "impacteffect/projectiles/weapons/shotgun_poprocket";
fxDecl = "weapon/combat_shotgun/sticky_bomb_projectile";
hitInfo = {
entityDef = "projectile_ent/player/shotgun_pop_rocket";
physicsProperties = {
bounciness = 0;
actorClipRadius = 0.400000006;
}
explodeSound = "play_sticky_bomb_explosion";
flySound = "play_rocket_fly_loop";
whizBySound = "play_sfx_rocket_passby";
whizByDist = 5.71500015;
isRetrievable = false;
clientAuthoritative = true; // set to true
adjustFireAngle = -4;
grenadeInfo = {
minDetonationDelay = 500;
maxDetonationDelay = 500;
countDownOnThrow = false;
bouncesBeforeDetonationTimerStart = 1;
warningSound = "play_cs_sticky_bomb_timer_1_mono";
minSpeed = 52.3880043;
maxSpeed = 52.3880043;
useSimplePhysics = false;
}
swallowInfo = {
canBeSwallowed = true;
explodeDamageDelayMS = 1500;
swallowStat = "STAT_WEAKPOINT_CACODEMON_MOUTH";
}
}
damageDecl = "damage/firearm/pop_rocket";
splashDamageDecl = "damage/firearm/pop_rocket_splash";
splashDoesntIgnoreDirectHitTarget = true;
projectilePlaysFireSound = true;
}
}

```

