

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 = {
```

```

    x = -0.324999988;

}

thirdPersonOffset = {
    x = -0.324999988;

}

}

item[2] = {
    ribbonDecl = "chaingun_tracer_base_solid";

}

}

}

```

gameresources\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
  }
}
```

gameresources\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;
}
}

```

