Glass Nomad Documentation

March 12, 2020

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Item Type - Whether the weapon is displayed as a primary or secondary weapon.

Fire Mode - Whether the weapon is able to fire in full auto or only single shot. Burst is not yet implemented.

Fire Rate - The minimum time in seconds between each shot.

Mag Size - The maximum number of bullets stored in a magazine.

 Mag Count - $\,$ The number of magazines the player can hold/ will spawn with.