Glass Nomad Documentation

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Contents

1 Weapon Object

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.

Range - The max range the weapon can hit an object at. Beyond this range the weapon will never hit. There is no drop off in damage.

Damage - The amount of damage the weapon does per hit.

Recoil Force - The value returned from the recoil curves is multiplied by this value. Controls how strong the recoil is.

Up Force Step - The increase along the Recoil Curve axis each time the weapon is fired.

Down Force Duration - The time it would take for the weapon to go from max recoil back to it's starting position.

Weapon Sound - The sound played when the weapon is fired.

Recoil Curve up -