
Subject: Request for Knife Sharpeners
Posted by [cdudau](#) on Thu, 20 Oct 2011 17:28:18 GMT
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While playing AIMNAS today, I was thinking about an idea to have a knife sharpener item. Maybe we could even store it in the tool kit.

I was also thinking to even use a rock to sharpen knives, although; the rocks durability would be very low compared to an actual knife sharpener.

Any thoughts?

Subject: Re: Request for Knife Sharpeners
Posted by [Hombre87](#) on Thu, 20 Oct 2011 19:11:26 GMT
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so what should this sharpener do? repair the item/restore condition? or combine with the knife to make a new item, like "sharpend rambo knife"? either way, this is done in 10 minutes with the xml editor, so don't be lazy and diy.

Subject: Re: Request for Knife Sharpeners
Posted by [cdudau](#) on Thu, 20 Oct 2011 20:29:00 GMT
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I don't give a shit either way man 87. I just thought it would be a cool addition.

The way it would work would be to restore the knife.

Also, if I wanted to do it myself, why would I post it on here? I have my own modification that I play with.

Subject: Re: Request for Knife Sharpeners
Posted by [Marlboro Man](#) on Fri, 21 Oct 2011 01:28:08 GMT
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A whetstone of some sort when merged with knife/throwing knife makes a super awesome one stab instant kill weapon, then disappears until you find more.

Subject: Re: Request for Knife Sharpeners
Posted by [smeagol](#) on Fri, 21 Oct 2011 08:47:49 GMT
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I like the idea... might add something like that when I'm back from my holiday...

Subject: Re: Request for Knife Sharpeners
Posted by [smeagol](#) on Sat, 12 Nov 2011 07:08:37 GMT
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Has been added to AIMNAS V21.

Subject: Re: Request for Knife Sharpeners
Posted by [cdudau](#) on Sun, 13 Nov 2011 01:45:26 GMT
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Cool.
That was easy.
