
Subject: Question: 40MM Shotgun/Buckshot round
Posted by [yozick](#) on Fri, 13 Apr 2012 10:53:15 GMT
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Hi,

Can anybody help as I am trying to create a 40MM Shotgun/Buckshot round for the M79. I am familiar with the XML editor.

Subject: Re: Question: 40MM Shotgun/Buckshot round
Posted by [Gambigobilla](#) on Fri, 13 Apr 2012 11:24:00 GMT
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If you need images Smeagol's AIMNAS has one. You can transfer images using sti-edit. If you are planning making your own mod you should ask for permission though.

Also which version are you planning to add? If you talking about SVN build you should use "item transformations". It would be easier.

Subject: Re: Question: 40MM Shotgun/Buckshot round
Posted by [yozick](#) on Fri, 13 Apr 2012 12:07:41 GMT
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Hi,

sorry to sound like a noob but all I wanted was just some technical guidance on how to convert say a 40MM smoke grenade into a buckshot round which can fired from the M79.

Subject: Re: Question: 40MM Shotgun/Buckshot round
Posted by [DepressivesBrot](#) on Fri, 13 Apr 2012 12:19:26 GMT
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Hello yoz, Welcome to the Pit :wave:
You can't just create a buckshot grenade, it's a limitation of the engine. Basically, you have to add new gun, the '40mm shotgun' and a new caliber for that gun + a single round 'magazine' item of this 40mm type. You also need a way to convert your M79 to a M79 shotgun and back - see AIMNAS for reference, smeagol implemented this system in his mod.

Subject: Re: Question: 40MM Shotgun/Buckshot round
Posted by [Gambigobilla](#) on Fri, 13 Apr 2012 12:29:39 GMT
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DepressivesBrot was quicker than me but:

I don't believe there is a way without converting gun. Launchers accept grenades as attachments not ammo so they don't have the same characteristics as other weapons.

Run XML Editor, duplicate M79, edit and convert this clone into a shotgun, use a merger or transformation to make convert M79 to shotgun variant and vice versa, make a 40mm shotgun shell item, set M79 clone's ammo to 40mm shotgun shell. Here is your shotgun M79.
