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Subject: All guns & equipment

Posted by [Vincent J. Claymore](#) on Fri, 26 Sep 2014 07:49:44 GMT

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Hey guys...

About a year ago I played UC and I noticed that there were loads of guns that I hadn't seen in my AR playthrough a year before.

Now, were those guns only available in UC (like .22s and other pea-shooters) or had those guns been added to 1.13 in the meantime?

What I am basically looking for: Ideally I would like to play with as many realistic guns as possible, i.e. I'd like to have all guns that exist in the world available to me in-game. Is that the case for the latest version of 1.13 or are there realistic guns only available in certain mods?

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Subject: Re: All guns & equipment

Posted by [DepressivesBrot](#) on Fri, 26 Sep 2014 09:27:33 GMT

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We stopped adding anything to the trunk that isn't desperately needed to showcase a new feature a few years ago.

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Subject: Re: All guns & equipment

Posted by [Vincent J. Claymore](#) on Fri, 26 Sep 2014 09:58:05 GMT

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Okay, so in practice that means that you have not and will not add additional weapons that only differ from existing ones in 1 point in some minor stat, right? Was that a strategic decision or was it simply not worth your time in effort (=if someone volunteered to do it, would you include it in 1.13)?

Is it possible to copy the weapons from the mod with the largest collection (UC?) into 1.13 (for an AR game for example)? Or does that require more modding than just replacing a file?

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Subject: Re: All guns & equipment

Posted by [DepressivesBrot](#) on Fri, 26 Sep 2014 10:10:46 GMT

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Bit of both, chief armorer left so it was as good a point as any to stop the madness and take a step back to modding platform rather than keep sliding towards kitchen sink.  
For the UC stuff, check AFS, that's the item component.

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Subject: Re: All guns & equipment  
Posted by [Flugente](#) on Fri, 26 Sep 2014 10:12:49 GMT  
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The more items one has, the more effort it is to add any new property. As a coder, the mass of items is simply annoying. If one, say, adds a new tag to guns, then you have to do that to several hundred guns. This is tedious, dumb work. In my personal opinion, we could erase a couple hundred items - like, say, some of those identical AKs, G36s, pistols without any speciality - without any loss to gameplay at all.

Stock 1.13 serves as the base for modding. For any feature, a modder should be able to see a working example in the stock. No reason to go wild with it there though.

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Subject: Re: All guns & equipment  
Posted by [Vincent J. Claymore](#) on Fri, 26 Sep 2014 10:18:01 GMT  
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You're probably right. More is not always better. Maybe I just got carried away by all the choice. Although I really enjoyed just sitting there in strategic view after conquering Drassen airport and sifting through myriads of pistols to figure out which one to use. And then later, when playing UC, I was completely blown away, when there were even more pistols, even new calibres (.22).

But I see the point with the effort it causes for the modding of properties.

Thank you for your patience in replying to my greedy request

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