

4 Gunspec.txt Command Syntax

This section contains a complete list of all gunspec.txt script commands (known as gunspec commands from herein), their operating ranges and an example of how the command is used.

Gunspec commands are defined within the file by typing the command name followed by "=" and the value (or values) as shown in the examples. If you wish to add comments or comment out a command so that it is ignored by FPSC, simply add ";" to the front of the line.

Commands that are prefixed with "(alt)" imply that the command can be used to define the alternative firing mode of the weapon. For example `reloadqty=X` defines the number of rounds per clip for normal firing and `altreloadqty=X` defines the number of rounds per clip for alternative firing. Examples are provided for both definitions.

4.1 Commands

Unlike FPI scripts, gunspec.txt files are only read once during the initial loading of the game or level and only consist of action-like commands that define the entity's properties. If the gunspec command is not contained within the gunspec.txt file, the parameters is either set to zero or a default value.

To aid the reader the gunspec commands are divided into the following sections:

- **Gun Settings:** commands relating the firing properties of the entity including alternative and zoomed firing properties,
- **Gun Visuals:** commands relating to the entity's visual aspects, such as positioning, decals, particles, but not muzzle flash,
- **Muzzle Flash:** commands relating to the entity's muzzle flash,
- **Normal Animation Frames:** commands relating to the entity's normal animation,
- **Empty Animation Frames:** commands relating to the entity's animation when empty,
- **Zoom Animation Frames:** commands relating to the entity's animation when zoomed,
- **Melee Animation Frames:** commands relating to the entity's melee animation,
- **Gun Sounds:** commands relating to the entity's sound.

4.1.1 Gun Settings

The following commands are related to the firing properties of the weapon, such as accuracy, damage ect. Commands prefixed with (alt) imply that the command is also applicable to the weapon's alternative firing mode.

4.1.1.1 (ALT)ACCURACY=X

Description: This defines the accuracy of the gun's bullets.

Range: X = 0 and above with zero being the most accurate.

Example: `accuracy = 50`
`altaccuracy = 10`

4.1.1.2 ADDTOSPARE=X

Description: This defines whether collected ammo is added directly into the clip or not if the weapon is empty.

Range: X = 1 - Adds to spare ammo if weapon is empty.
X = 0 - Adds to clip ammo is empty (default).

Example: `addtospare = 1`

4.1.1.3 ALTERNATEISFLAK=X

Description: This defines whether the weapon's alternative fire mode is a flak type.

Range: X = 1 - alternative fire mode is a flak type.
X = 0- alternative fire mode is not a flak type (default).

Example: `alternateisflak = 1`

4.1.1.4 ALTERNATEISRAY=X

Description: This defines whether the weapon's alternative fire is a bullet (ray cast) type.

Range: X = 1 - alternative fire mode is a bullet type.
X = 0- alternative fire mode is not a bullet type (default).

Example: `alternateisray = 1`

4.1.1.5 (ALT)AMMOMAX=X

Description: This gunspec parameter does not appear to do anything within the FPSC source code, it is added here for completeness.

Range: X = Any value .

Example: `ammomax = 9`
`altammomax = 12`

4.1.1.6 (ALT)BRASS=X

Description: This defines what brass or used shell model will be projected from the gun in random directions when fired.

Range: X = Brass model number relating to the images below.

*Brass1**Brass2**Brass3*

Example: `brass = 1`
`altbrass = 2`

4.1.1.7 BULLETHIDEMOD=X

Description: This defines whether the bullet hide system is used or not.

Range: X = 1 – uses bullet hide system – requires bullests's limbs to be named correctly (i.e. "BULLET1"),
 X = 0 – don't use bullet hide system (default)

Example: `bullethidmod = 1`

4.1.1.8 BULLETHIDERESET=X

Description: This defines the animation frame at which the bullets will all be scaled back to 100%.

Range: X = Frame number.

Example: `bullethidereset = 23`

4.1.1.9 BULLETHIDESTART=X

Description: This defines the amount of ammo spent before the bullet hide system operates.

Range: X = Any number.

Example: `bullethidestart = 6`

4.1.1.10 BULLETIMBTOTAL=X

Description: This defines the number of bullet limbs that the weapon has.

Range: X = Any number

Example: `bulletlimbtotal = 3`

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4.1.1.11 (ALT)BURST=X

Description: this defines the number of rounds to fire in a single shot. This only works on automatic weapons.

Range: X = Any number.

Example: burst = 3
altburst = 5

4.1.1.12 (ALT)CHAMBEREDROUND=X

Description: If set to 1, the player will be able to reload the weapon if it is full in order to receive one extra round.

Range: X = 1 – chambered round accounted for,
X = 0 – no chambered round bonus.

Example: chamberedround = 1
altchamberedround = 0

4.1.1.13 (ALT)DAMAGE=X

Description: The damage that the bullets cause.

Range: X = Any number.

Example: damage = 50
altdamage = 150

4.1.1.14 (ALT)DAMAGETYPE=X

Description: This defines the type of damage the bullets or weapon delivers.

Range: X = 0 – explosion (used for grenades),
X = 1 – piece/single shot,
X = 2 – shotgun/spread shot (increased damage with this type).

Example: damagetype = 1
altdamagetype = 2

4.1.1.15 (ALT)DISABLEMOVESPEEDMOD=X

Description: If set to 1, this disables the animation speed change applied to the move animation while walking/running/crouching.

Range: X = 1 – disables animation speed change,
X = 0 – enables animation speed change (default).

Example: disablemovespeedmod = 1
altdisablemovespeed = 0

4.1.1.16 (ALT)DISABLERUNANDSHOOT=X

Description: If set to 1, this disables the ability for the player to shoot while running.

Range: X = 1 – disables shooting while running,
X = 2 – enables shooting while running (default).

Example: `disablerunandshoot = 1`
`altdisablerunandshoot = 0`

4.1.1.17 (ALT)EQUIPMENT=X

Description: Descriptopn.

Range: X = ?.

Example: `examplecode=x`

4.1.1.18 (ALT)FIRERATE=X

Description: Sets the number of loops between shots on automatic weapons to X divided by 2. Default is 12.

Range: X = Any value.

Example: `firerate = 6`
`altfirerate = 24`

4.1.1.19 (ALT)ITERATE=X

Description: The number of bullets that should be shot in one firing.

Range: X = Any value.

Example: `iterate = 5`
`altiterate = 1`

4.1.1.20 (ALT)MELEE DAMAGE=X

Description: This defines the amount of damage the melee attack does. Setting X between 100 and 120 is recommended for a powerful strike.

Range: X = any value.

Example: `melee damage = 20`
`altmelee damage = 110`

4.1.1.21 MELEE KEY=X

Description: This defines what key code activates the melee attack.

Range: X = any Key code number.

ESCAPE 1	F1 59	F2 60	F3 61	F4 62	F5 63	F6 64	F7 65	F8 66	F9 67	F10 68	F11 69	F12 70		PRSCRN 70	SCROLL 70	PAUSE 70	NUM 69	/ 181	^ 55	- 74
	1	2	3	4	5	6	7	8	9	0	-	+	\	BACKSP 14	INSERT 210	HOME 199	PAGEUP 201	7	8	9
TAB 15	Q	W	E	R	T	Y	U	I	O	P	[]		DELETE 211	END 207	PAGEDN 209	4	5	6	+
CAPSLOC 58	A	S	D	F	G	H	J	K	L	;	"		RETURN 28				1	2	3	78
L.SHIFT 42	Z	X	C	V	B	N	M	.	/				R.SHIFT 54				79	80	81	E N T E R
L.CTRL 29	L.WIN 219	L.ALT 56		SPACE 57		R.ALT 184	R.WIN 220	SPECIAL 221	R.CTRL 157	LEFT 203	DOWN 208	RIGHT 205					0			

Example: melee key = 45

4.1.1.22 (ALT)MELEE RANGE=X

Description: This defines the range at which the melee attack can cause damage in x units. Setting this value between 50 and 60 is recommended.

Range: X = Any value in units.

Example: melee range = 50

altmelee range = 60

4.1.1.23 (ALT)NOAUTORELOAD=X

Description: This defines whether the gun will automatically reload when empty or not. Weapons auto reload by default.

Range: X = 0 – Weapon automatically reloads when the clip is empty,

X = 1 – Weapon does not automatically reload.

Example: noautoreload = 1

altnoautoreload = 0

4.1.1.24 (ALT)NOFULLRELOAD=X

Description: If set to 1, the player will not be able to reload when the weapon is full.

NOTE: If chambered round = 1, they will still be able to reload with full ammo to obtain 1 extra round. They will not be able to reload if they already have the additional round.

Range: X = 0.

Example: examplecode=x

4.1.1.25 (ALT)POOLAMMO=FilePath

Description: This enables weapons using the same ammo type to share ammo between them. Sharing is done by providing the same ammo fpe file for all the guns sharing that ammo.

Range: FilePath = The path to the ammo's *.fpe file.

Example: poolammo = gamescore/guns/ammo.fpe

altpoolammo = gamescore/guns/ammo.fpe

4.1.1.26 (ALT)RANGE=X

Description: The range of the weapon's bullets.

Range: X = ?.

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Example: `examplecode=x`

4.1.1.27 *(ALT)RECOILX=X*

Description: The amount of recoil on the X axis (randomly selects left or right).

Range: X = ?.

Example: `examplecode=x`

4.1.1.28 *(ALT)RECOILXRETURN=X*

Description: The percentage of the recoil that should be compensated for on the x axis (0 - 100).

Range: X = ?.

Example: `examplecode=x`

4.1.1.29 *(ALT)RECOILY=X*

Description: The amount of recoil on the Y axis.

Range: X = ?.

Example: `examplecode=x`

4.1.1.30 *(ALT)RECOILYRETURN=X*

Description: The percentage of the recoil that should be compensated for on the y axis (0 - 100).

Range: X = ?.

Example: `examplecode=x`

4.1.1.31 *(ALT)RELOADQTY=X*

Description: The number of rounds per clip for alternate fire.

Range: X = ?.

Example: `examplecode=x`

4.1.1.32 *(ALT)RUNACC=X*

Description: Accuracy of the weapon while running.

Range: X = ?.

Example: `examplecode=x`

4.1.1.33 *(ALT)SECOND=X*

Description: This gunspec parameter does not appear to do anything within the FPSC source code, it is added here for completeness.

4.1.1.34 *(ALT)SIMPLEZOOMACC=X*

Description: Used for ironsights. Accuracy when in simple zoom.

Range: X = ?.

Example: `examplecode=x`

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4.1.1.35 *SWITCHTOALT=X,Y*

Description: This defines the key codes needed to activate the alternative firing mode. A second key code can also be declared to allow key-combos (such as "ALT+F" to perform the switch. If the second key code is not declared, the first key code is used to switch between the firing modes. If nothing is declared, the default switch key is the number of the gun selected.

Range: X = Any key code number.

Y = Any key code number (optional)

ESCAPE 1	F1 59	F2 60	F3 61	F4 62	F5 63	F6 64	F7 65	F8 66	F9 67	F10 68	F11 69	F12 70		PRSCRN 70	SCROLL 70	PAUSE 70	NUM 69	/	+	-
.	1	2	3	4	5	6	7	8	9	0	-	+	\	BACKSP 14	INSERT 210	HOME 199	PAGEUP 201	7	8	9
41	2	3	4	5	6	7	8	9	10	11	12	13	43		DELETE 211	END 207	PAGEDN 209	4	5	6
TAB 15	Q	W	E	R	T	Y	U	I	O	P	[]						75	76	77
16	17	18	19	20	21	22	23	24	25	26	27							4	5	6
CAPSLOC 58	A	S	D	F	G	H	J	K	L	;	"	RETURN 28						1	2	3
30	31	32	33	34	35	36	37	38	39	40								79	80	81
L.SHIFT 42	Z	X	C	V	B	N	M	.	/			R.SHIFT 54								
44	45	46	47	48	49	50	51	52	53									0	.	
L.CTRL 29	L.WIN 219	L.ALT 56		SPACE 57		R.ALT 184	R.WIN 220	SPECIAL 221	R.CTRL 157	LEFT 203	DOWN 208	RIGHT 205						82	83	156

Example: `switchtoalt = 49`

`switchtoalt = 49,56`

4.1.1.36 *WEAPONISAMMO=X*

Description: This defines the weapons as being its own ammo. Used for grenades.

Range: X = 1 – Sets the weapon as it's own ammo.

X = 0 – Set's the weapon to require ammo (default).

Example: `weaponisammo = 1`

4.1.1.37 *(ALT)ZOOMACCURACY=X*

Description: This defines how much the camera moves around when in zoomed mode. Setting X to zero means no movement.

Range: X = Any value.

Example: `zoomaccuracy = 50`

`altzoomaccuracy = 10`

4.1.1.38 *(ALT)ZOOMMODE=X*

Description: Description.

Range: X = ?.

Example: `examplecode=x`

4.1.1.39 *(ALT)ZOOMRECOILX=X*

Description: The amount of recoil on the X axis (randomly selects left or right).

Range: X = ?.

Example: `examplecode=x`

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4.1.1.40 (ALT)ZOOMRECOILXRETURN=X

Description: The percentage of the recoil that should be compensated for on the x axis (0 – 100).

Range: X = ?.

Example: examplecode=x

4.1.1.41 (ALT)ZOOMRECOILY=X

Description: The amount of recoil on the Y axis.

Range: X = ?.

Example: examplecode=x

4.1.1.42 (ALT)ZOOMRECOILYRETURN=X

Description: The percentage of the recoil that should be compensated for on the y axis (0 – 100).

Range: X = ?.

Example: examplecode=x

4.1.1.43 (ALT)ZOOMTURNSPEED=X

Description: The modifier for the player's looking speed while zoomed. Higher values mean the player will look around slower.

Range: X = ?.

Example: examplecode=x

4.1.1.44 (ALT)ZOOMWALKSPEED=X

Description: The modifier for the player's walk speed while zoomed. Higher values mean the player will move slower.

Range: X = ?.

Example: examplecode=x

4.1.2 Gun Visuals

4.1.2.1 (ALT)DECAL=X

Description: Description.

Range: X = ?.

Example: examplecode=x

4.1.2.2 EFFECT=X

Description: Description.

Range: X = ?.

Example: examplecode=x

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4.1.2.3 (ALT)FLAK=X

Description: Name of flak to use for alternate fire. Note: This currently is the same as "flak = X" and is only provided for compatibility with Stock FPSC at this time.

Range: X = ?.

Example: examplecode=x

4.1.2.4 (ALT)FORCEZOOMOUT=X

Description: If X is 1 then forces zoom out on reload for scoped weapons. Automatic on simplezoom.

Range: X = ?.

Example: examplecode=x

4.1.2.5 (ALT)FORWARD=X

Description: This positions the gun towards or away from the camera/player. Negative values position the gun closer to the camera.

Range: X = Any value.

Example: forward = 5
altforward = -5

4.1.2.6 (ALT)GUNLAGSPEED=X

Description: The speed at which the gun should lag behind the camera movement. Higher values mean it moves slower and further.

Range: X = ?.

Example: examplecode=x

4.1.2.7 (ALT)GUNLAGXMAX=X

Description: The maximum amount the gun can lag behind on the X axis.

Range: X = ?.

Example: examplecode=x

4.1.2.8 (ALT)GUNLAGYMAX=X

Description: The maximum amount the gun can lag behind on the Y axis.

Range: X = ?.

Example: examplecode=x

4.1.2.9 (ALT)HORIZ=X

Description: This positions the gun left or right from the default position in relation to the camera/player. Negative values position the gun left.

Range: X = Any value.

Example: horiz = -5
althoriz = -10

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4.1.2.10 (ALT)LOCKCAMERA=X**Description:** Description.**Range:** X = ?.**Example:** examplecode=x**4.1.2.11** (ALT)MELEE NOSCORCH=X**Description:** The sets the melee action not to leave bullet holes.**Range:** X = 1 – Melee action does not leave bullet holes,

X = 0 – Melee action leaves bullet holes.

Example: melee noscorch = 1
altmelee noscorch = 0**4.1.2.12** (ALT)NOSCORCH=X**Description:** – If set to 1, the weapon will not place a bullet hole on walls. Useful for melee weapons.**Range:** X = ?.**Example:** examplecode=x**4.1.2.13** (ALT)PARTICLEDECAL=X**Description:** Description.**Range:** X = ?.**Example:** examplecode=x**4.1.2.14** (ALT)PARTICLESPEED=X**Description:** Description.**Range:** X = ?.**Example:** examplecode=x**4.1.2.15** (ALT)ROTX=X**Description:** Description.**Range:** X = ?.**Example:** examplecode=x**4.1.2.16** (ALT)ROTY=X**Description:** Description.**Range:** X = ?.**Example:** examplecode=x**4.1.2.17** (ALT)ROTZ=X**Description:** Description.**Range:** X = ?.**Example:** examplecode=x[\[Return to contents page\]](#)

4.1.2.18 *(ALT)RUNX=X*

Description: An X offset to use while running (holding shift and moving). NOTE: The weapon is smoothly transitioned to this position using SIMPLEZOOMSPEED.

Range: X = ?.

Example: `examplecode=x`

4.1.2.19 *(ALT)RUNY=X*

Description: A Y offset to use while running (holding shift and moving). NOTE: The weapon is smoothly transitioned to this position using SIMPLEZOOMSPEED.

Range: X = ?.

Example: `examplecode=x`

4.1.2.20 *(ALT)SCORCHTYPE=X*

Description: Description.

Range: X = ?.

Example: `examplecode=x`

4.1.2.21 *(ALT)SHOTGUN=X*

Description: If X = 1 then performs shotgun style reloading. Uses reload start, reload loop, and reload end animations.

Range: X = 1 – weapon reloads like a shotgun,
 X = 0 – weapon reloads normally (default).

Example: `examplecode=x`

4.1.2.22 *(ALT)SIMPLEZOOM=X*

Description: Used for ironsights. X is the amount that the player should zoom in when pressing right click.

Range: X = ?.

Example: `examplecode=x`

4.1.2.23 *(ALT)SIMPLEZOOMMOD=X*

Description: Used for ironsights. High values for X mean the weapon does not move backwards as much when the player zooms in. Negative values mean it moves forward. A value of zero means it does not move.

Range: X = ?.

Example: `examplecode=x`

4.1.2.24 *(ALT)SIMPLEZOOMSPEED=X*

Description: The speed at which the weapon is smoothed to the X/Y values. Higher values mean it goes slower.

Range: X = ?.

Example: `examplecode=x`

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4.1.2.25 (ALT)SIMPLEZOOMX=X

Description: An X offset to use when in simple zoom. NOTE: The weapon is smoothly transitioned to this position using SIMPLEZOOMSPEED.

Range: X = ?.

Example: `examplecode=x`

4.1.2.26 (ALT)SIMPLEZOOMY=X

Description: A Y offset to use when in simple zoom. NOTE: The weapon is smoothly transitioned to this position using SIMPLEZOOMSPEED.

Range: X = ?.

Example: `examplecode=x`

4.1.2.27 (ALT)SMOKE=X

Description: This defines the standard smoke decal that is used when the weapon is fired.

Range: X = 1 or 2 relating to the image below.



Smoke1



Smoke2

Example: `smoke = 1`

`altsmoke = 2`

4.1.2.28 (ALT)SMOKEDECAL=DecalName

Description: This defines the smoke decal that is used when the weapon is fired and overrides the (alt)smoke command.

Range: DecalName = the file path to the decal to be used when the weapon is fired.

Example: `smokedecal = filepath`

`altsmokedecal = filepath`

4.1.2.29 (ALT)SMOKESPEED=X

Description: This defines the speed at which the smoke is animated. The default value is 25.

Range: X = any value.

Example: `smokespeed = 12`

`altsmokespeed = 30`

4.1.2.30 TEXTURED=X

Description: Description.

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Range: X = ?.

Example: `examplecode=x`

4.1.2.31 *TRANSPARENCY=X*

Description: Description.

Range: X = ?.

Example: `examplecode=x`

4.1.2.32 *(ALT)VERT=X*

Description: This positions the gun up or down from the default position in relation to the camera/player. Negative values position the gun down.

Range: X = Any value.

Example: `vert = 5`
`altvert = 10`

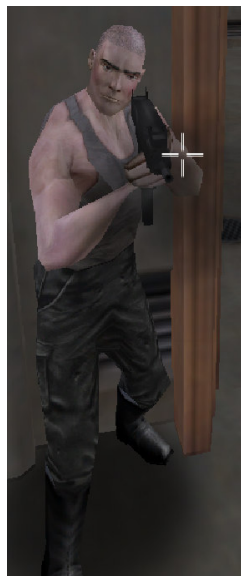
4.1.2.33 *WEAPONTYPE=X*

Description: This defines how the character holds the weapon and is limited to six variations as shown in the image below.

Range: X = 0 to 5 relating the image below.



Weapontype=0
(used for grenades)



Weapontype=1
(used for pistols)



Weapontype=2
(used for machine guns)

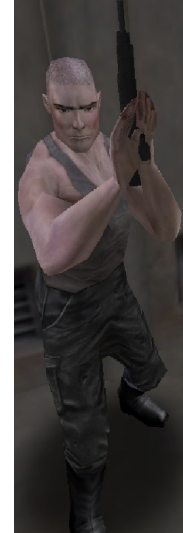
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Weapontype=3
(used for rifles)



Weapontype=4
(used for miniguns)



Weapontype=5
(used for bazzokas)

Example: `examplecode=x`

4.1.2.34 (ALT)ZOOMGUNLAGSPEED=X

Description: Same as gunlagspeed but used while in simple zoom.

Range: X = ?.

Example: `examplecode=x`

4.1.2.35 (ALT)ZOOMGUNLAGXMAX=X

Description: Same as gunlagxmax but used while in simple zoom.

Range: X = ?.

Example: `examplecode=x`

4.1.2.36 (ALT)ZOOMGUNLAGYMAX=X

Description: Same as gunlagymax but used while in simple zoom.

Range: X = ?.

Example: `examplecode=x`

4.1.2.37 (ALT)ZOOMSCOPE=X

Description: Description.

Range: X = ?.

Example: `examplecode=x`

4.1.3 Muzzle Flash

4.1.3.1 (ALT)ALIGNX=X

Description: Description.

Range: X = ?.

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Example: `examplecode=x`

4.1.3.2 (ALT)ALIGNY=X

Description: Description.

Range: X = ?.

Example: `examplecode=x`

4.1.3.3 (ALT)ALIGNZ=X

Description: Description.

Range: X = ?.

Example: `examplecode=x`

4.1.3.4 (ALT)MUZZLECOLORB=X

Description: This sets the amount of blue emitted from the muzzle flash spot light.

Range: X = 2 to 255

Example: `muzzlecolorb = 255`
`altmuzzlecolorb = 125`

4.1.3.5 (ALT)MUZZLECOLORG=X

Description: This sets the amount of green emitted from the muzzle flash spot light.

Range: X = 2 to 255

Example: `muzzlecolorg = 255`
`altmuzzlecolorg = 125`

4.1.3.6 (ALT)MUZZLECOLORR=X

Description: This sets the amount of red emitted from the muzzle flash spot light.

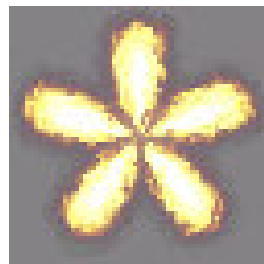
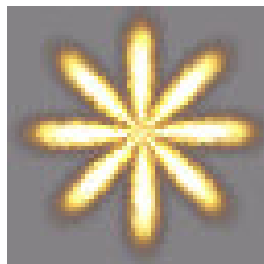
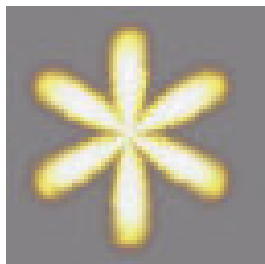
Range: X = 2 to 255

Example: `muzzlecolorr = 255`
`altmuzzlecolorr = 125`

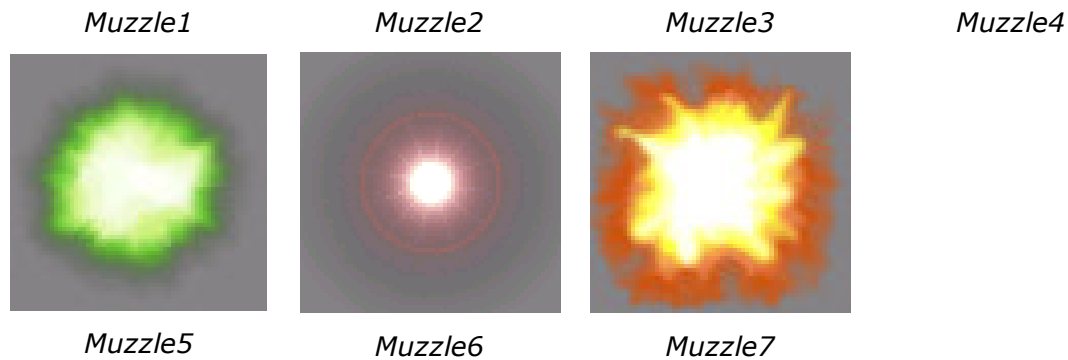
4.1.3.7 (ALT)MUZZLEFLASH=X

Description: The muzzleflash ID for alternate fire (like `muzzleflash = X`).

Range: X = 1 to 7 relating to the images below.



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Example: `examplecode=x`

4.1.3.8 (ALT)MUZZLESIZE=X

Description: Description.

Range: X = ?.

Example: `examplecode=x`

4.1.3.9 (ALT)SIMPLEZOOMFLASH=X

Description: If set to 1 the muzzleflash will use the zoom alignment coordinates.

Range: X = ?.

Example: `examplecode=x`

4.1.3.10 (ALT)ZOOMALIGNX=X

Description: Description.

Range: X = ?.

Example: `examplecode=x`

4.1.3.11 (ALT)ZOOMALIGNY=X

Description: Description.

Range: X = ?.

Example: `examplecode=x`

4.1.3.12 (ALT)ZOOMALIGNZ=X

Description: Description.

Range: X = ?.

Example: `examplecode=x`

4.1.4 Normal Animation Frames

4.1.4.1 ALTFROM=X,Y or ALT FROM=X,Y

Description: Description.

Range: X = ?.

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Example: examplecode=x

4.1.4.2 *ALTTO=X,Y or ALT TO=X,Y*

Description: Description.

Range: X = ?.

Example: examplecode=x

4.1.4.3 *(ALT)AUTOMATIC FIRE=X,Y*

Description: Description.

Range: X = ?.

Example: examplecode=x

4.1.4.4 *(ALT)COCK=X,Y*

Description: Description.

Range: X = ?.

Example: examplecode=x

4.1.4.5 *(ALT)END FIRE=X,Y or (ALT)END FIRE 2=X,Y or (ALT)END FIRE 3=X,Y*

Description: Description.

Range: X = ?.

Example: examplecode=x

4.1.4.6 *(ALT)END RELOAD=X,Y*

Description: Description.

Range: X = ?.

Example: examplecode=x

4.1.4.7 *(ALT)FIRE=X,Y*

Description: Description.

Range: X = ?.

Example: examplecode=x

4.1.4.8 *(ALT)IDLE=X,Y*

Description: Description.

Range: X = ?.

Example: examplecode=x

4.1.4.9 *(ALT)KEYFRAME RATIO=X*

Description: Description.

Range: X = ?.

Example: examplecode=x

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4.1.4.10 (ALT)MOVE=X,Y**Description:** Description.**Range:** X = ?.**Example:** examplecode=x**4.1.4.11** (ALT)PUTAWAY=X,Y**Description:** Description.**Range:** X = ?.**Example:** examplecode=x**4.1.4.12** (ALT)RELOAD=X,Y**Description:** Description.**Range:** X = ?.**Example:** examplecode=x**4.1.4.13** (ALT)RELOAD LOOP=X,Y**Description:** Description.**Range:** X = ?.**Example:** examplecode=x**4.1.4.14** (ALT)RUN=X,Y**Description:** Description.**Range:** X = ?.**Example:** examplecode=x**4.1.4.15** (ALT)SELECT=X,Y**Description:** Description.**Range:** X = ?.**Example:** examplecode=x**4.1.4.16** (ALT)SIMPLEZOOMANIM=X**Description:** – If set to 1 the weapon will use the zoom animation set when in simple zoom.**Range:** X = ?.**Example:** examplecode=x**4.1.4.17** (ALT)START FIRE=X,Y or (ALT)START FIRE 2=X,Y or (ALT)START FIRE 3=X,Y**Description:** Description.**Range:** X = ?.**Example:** examplecode=x[\[Return to contents page\]](#)

4.1.4.18 (ALT)START RELOAD=X,Y**Description:** Description.**Range:** X = ?.**Example:** examplecode=x**4.1.4.19** (ALT)USE=X,Y**Description:** Description.**Range:** X = ?.**Example:** examplecode=x**4.1.5 Empty Animation Frames****4.1.5.1** (ALT)EMPTY COCK=X,Y**Description:** Description.**Range:** X = ?.**Example:** examplecode=x**4.1.5.2** (ALT)EMPTY END RELOAD=X,Y**Description:** Description.**Range:** X = ?.**Example:** examplecode=x**4.1.5.3** (ALT)EMPTY IDLE=X,Y**Description:** Description.**Range:** X = ?.**Example:** examplecode=x**4.1.5.4** (ALT)EMPTY MOVE=X,Y**Description:** Description.**Range:** X = ?.**Example:** examplecode=x**4.1.5.5** (ALT)EMPTY PUTAWAY=X,Y**Description:** Description.**Range:** X = ?.**Example:** examplecode=x**4.1.5.6** (ALT)EMPTY RELOAD=X,Y**Description:** Description.**Range:** X = ?.**Example:** examplecode=x[\[Return to contents page\]](#)

4.1.5.7 (ALT)EMPTY RELOAD LOOP=X,Y**Description:** Description.**Range:** X = ?.**Example:** examplecode=x**4.1.5.8 (ALT)EMPTY RUN=X,Y****Description:** Description.**Range:** X = ?.**Example:** examplecode=x**4.1.5.9 (ALT)EMPTY SELECT=X,Y****Description:** Description.**Range:** X = ?.**Example:** examplecode=x**4.1.5.10 (ALT)EMPTY SHOTGUN=X****Description:** Description.**Range:** X = ?.**Example:** examplecode=x**4.1.5.11 (ALT)EMPTY START RELOAD=X,Y****Description:** Description.**Range:** X = ?.**Example:** examplecode=x**4.1.5.12 (ALT)USEEMPTY=X****Description:** Description.**Range:** X = ?.**Example:** examplecode=x**4.1.6 Zoom Animations****4.1.6.1 (ALT)ZOOM AUTOMATIC FIRE=X,Y****Description:** Description.**Range:** X = ?.**Example:** examplecode=x**4.1.6.2 (ALT)ZOOM END FIRE=X,Y****Description:** Description.**Range:** X = ?.**Example:** examplecode=x[\[Return to contents page\]](#)

4.1.6.3 (ALT)ZOOM IDLE=X,Y**Description:** Description.**Range:** X = ?.**Example:** examplecode=x**4.1.6.4** (ALT)ZOOM MOVE=X,Y**Description:** Description.**Range:** X = ?.**Example:** examplecode=x**4.1.6.5** (ALT)ZOOM START FIRE=X,Y**Description:** Description.**Range:** X = ?.**Example:** examplecode=x**4.1.6.6** (ALT)ZOOMFROM=X,Y**Description:** Description.**Range:** X = ?.**Example:** examplecode=x**4.1.6.7** (ALT)ZOOMTO=X,Y**Description:** Description.**Range:** X = ?.**Example:** examplecode=x**4.1.7 Melee Animation Frames****4.1.7.1** BLOCK=X,Y**Description:** Description.**Range:** X = ?.**Example:** examplecode=x**4.1.7.2** (ALT)EMPTY MELEE END=X,Y or (ALT)EMPTY MELEE END 2=X,Y or
(ALT)EMPTY MELEE END 3=X,Y**Description:** Description.**Range:** X = ?.**Example:** examplecode=x**4.1.7.3** (ALT)EMPTY MELEE START=X,Y or (ALT)EMPTY MELEE START 2=X,Y or
(ALT)EMPTY MELEE START 3=X,Y**Description:** Description.**Range:** X = ?.[\[Return to contents page\]](#)

Example: examplecode=x

4.1.7.4 *(ALT)MELEE END=X,Y or (ALT)MELEE END 2=X,Y or (ALT)MELEE END 3=X,Y*

Description: Description.

Range: X = ?.

Example: examplecode=x

4.1.7.5 *(ALT)MELEE START=X,Y or (ALT)MELEE START 2=X,Y or (ALT)MELEE START 3=X,Y*

Description: Description.

Range: X = ?.

Example: examplecode=x

4.1.8 Sound Frames

4.1.8.1 *ALTSOUND1=X or ALT SOUND1=X to SOUND4=X or ALT SOUND4=X*

Description: Description.

Range: X = ?.

Example: examplecode=x

4.1.8.2 *(ATL)FIRELOOP=X*

Description: Description.

Range: X = ?.

Example: examplecode=x

4.1.8.3 *SOUND1=X to SOUND14=X*

Description: Description.

Range: X = ?.

Example: examplecode=x

4.1.8.4 *SOUNDFRAMES=X*

Description: Description.

Range: X = ?.

Example: examplecode=x

4.1.8.5 *(ALT)SOUNDSTRENGTH=X*

Description: The percentage of sound the player's weapon will make in the AI system. A value of 0 means it will make no sound, while 100 would be normal.

Range: X = ?.

Example: examplecode=x

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