

---

Subject: Re: Weapon Models

Posted by [rm5248](#) on Wed, 28 Sep 2005 23:01:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

You've got to have like 3 different weapon models. If the gun is pointing at the sky, rotate the gun around the trigger guard about 90 degrees or so, save the file, put it in your data folder, run Renegade and see what happens. That's how I've gotten models to work properly.

---