Subject: Re: Pistol mod request
Posted by Slave on Fri, 22 Dec 2006 14:49:01 GMT
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Cool, thanks for your hard work.

Here are some things i noticed that could need a fix...

1. The scaling is different, but it's not directly bad. Everyone likes a bigger gun, right?

2. The clip has some inverted polygons, you can see through it.

3. The clip stays at its place during reload, another clone moves

4. It has no muzzle flashes

5. The backmodel seems to float at the right shoulder

6. It uses a different skin when the standard pistol skin is exactly the same one, it also has the textures for the roll cage, saves everyone 1 mb.

7. Same for the weapon clip skin

8. The empty shells seem to shoot out of the front in 3rd person.

9. The reload animation also has the model included, it only needs the animation data.

Please dont see this list as flaming, but rather as constructive tips to get it perfect.

Also i have a question, wich i shortly meantioned earlier.
Wouldnt it be easier to import the existing pistol model we all have, and then copy paste the rollcage, to that one? Maybe this would also allow it to use the already existing animations, skins and settings. But im not sure, just my theory...