
Subject: Re: 3rd person muzzles

Posted by [Slave](#) on Mon, 29 Jan 2007 21:25:11 GMT

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That's what i needed, thanks.

A silly example to make sure i got it right:
a 20 second muzzle flash.

The leveledit one would just hover at the location the bullet was fired. You can walk around it. The Gmax one would stick to your gun and would come with you. Right?
