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Subject: Re: [Models/Replacements] Higher Definition Weapons

Posted by [ErroR](#) on Sun, 18 Jan 2009 11:41:15 GMT

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DutchNeon wrote on Sun, 18 January 2009 05:13 Looking good (from the screenshots, haven't tried them out yet).

Is it me though, or is the Flamethrower missing the 'spark flame' emitter (right?) to 'ignite' the liquid to a flame? I know its purely a visual thing, but meh

Second, Has the vltgun less 'electricity' in the middle of its rifle, compared to the default vltgun?

Also, are those worldmodels, or are they First person too?

I can't make the flame right

Also the vltgun electricity moves slower don't know how to change that too

(please merge all 3 posts into 1)

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