

---

Subject: problem with weapon  
Posted by [JsxKeule](#) on Sun, 30 Aug 2009 18:23:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

hey i got a problem with a weapon  
a friend of me made a sniper rifle  
in his game it looked pwnage  
and in my w3d viewer too  
but in my ren it looks not that good  
Toggle Spoiler

anyone know how to solve that problem??

---

#### File Attachments

1) [snip w3d.jpg](#), downloaded 448 times



- Materials
- Mesh
- Hierarchy
  - F\_GM\_RIFL
- H-LOD
- Mesh Collection
- Aggregate
- Emitter
- Primitives
- Sounds



Object controls

A small floating window titled "Object controls" containing four red icons: a left-pointing arrow, an up-pointing arrow, a right-pointing arrow, and a circular arrow around a vertical axis.

2) [snip.jpg](#), downloaded 450 times

