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Subject: Re: Model Help

Posted by [Reaver11](#) on Tue, 21 Sep 2010 06:16:46 GMT

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Toggle Spoiler

Check the bottom left picture.

Looks famaliar that gun

Good to see it inspires people.

If you still have the donor rifle then check the settings for the end parts of the 'sludge' containers.

It's a texture with alpha layers.

As you will see in the picture you can see the sludge through it.

-> You should set the shader of that texture to 'alpha test' then it should work.

Also put the muzzle bone more to the front of the rifle now itlooks asif the beam is comming totaly from the back.

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