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Subject: Re: Sam Sites

Posted by [danpaul88](#) on Mon, 11 Jun 2012 21:39:10 GMT

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No, I'm fairly sure we didn't change the model, although its possible we have reimplemented something in a slightly different way such that it can't compensate for a misaligned model export... Might need to check the w3d file in the viewer to confirm if it is exported incorrectly and, if so, ask jonwil to investigate why it was able to work pre 4.0

Either way, using tracking weapons should fix the problem... Could be that's the way stock renegade fixed it too.

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