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Subject: Back Model Question

Posted by [htmlgod](#) on Thu, 20 May 2004 01:51:10 GMT

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Yeah, you could probably pull that off. If you're talking about having the back model being a pistol in a waist holster, you'd just have to guess and check with rotation and placement of the actual weapon model in the back-model of the weapon to get it to where it looked like it was in your holster. The only problem there is if your unit has more than 2 weapons (ie pistol + rifle), then only the one before the weapon actually being held by the character appears on the character's back. So like if you gave your cowboy a pistol(weapon index 1), a rifle(weapon index 2), and some dynamite(weapon index 9), when he had the rifle out, the backmodel for the dynamite would be the only one on rendered, so your pistol would only actually be in your holster when you had the dynamite out. That kind of messes things up, because the pistol is out of teh hoslter when you're using it, but the pistol is also out of the holster when you're using the rifle. Hope that made some degree of sense

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