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Subject: Renegade Revolver : Weapon Update

Posted by --oo00o00oo-- on Wed, 26 May 2004 04:19:11 GMT

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if u want alot of detail on your gun with out any worries, then do it by making 3 res models. with the first person weapon being the highest. of course, u have already thought about that.

thoughts:

reload animation of the chamber flipping out and u can see youself replacing the bullets.

firing animation have the chamber rotate.

wheres the trigger?

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