Subject: question about 3rd person weps

Posted by LucefieD on Sat, 28 Jan 2006 02:21:46 GMT

View Forum Message <> Reply to Message

I've been doing my own little project Putting the 1st person models in for the 3rd(like exdeath only im doing them all) But ive got a problem with the weapons that have lights and such on them. Such as the crystal on the laser rifle. It turns out black when I use it as the 3rd person model.

I have the same problem with the flame on the flamethrower, lights on tib rifle, etc. I think it might be a w3d export setting thats wrong. Does anyone know what these are supposed to be set as. Are they agregates? or something else maybe.

## File Attachments

