

---

Subject: PIC help

Posted by [NACHO-ARG](#) on Mon, 11 Apr 2011 17:56:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

does anybody know what is the name of the projectile model that the PIC uses?

---

---

Subject: Re: PIC help

Posted by [GEORGE ZIMMER](#) on Mon, 11 Apr 2011 19:48:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

They use an ingame laser draw effect rather than a projectile model. It DOES use a texture though... but for questions like these, go download LevelEdit and check the presets. Model names and texture names of some things can be gotten that way.

---

---

Subject: Re: PIC help

Posted by [NACHO-ARG](#) on Tue, 12 Apr 2011 01:33:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

thanks man

---