
Subject: WWII warpath presents : First view bazooka!
Posted by [PsycoArmy](#) on Sat, 09 Aug 2003 12:50:50 GMT
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Me and genocide both agree that it looks normal ingame, so if you think it might look a bit off remember what i just said.

Model and skinning done by Genocide
First view boning and animating done by me PsycoArmy

<http://warpath.arm-ent.com/>

Subject: WWII warpath presents : First view bazooka!
Posted by [Ferhago](#) on Sat, 09 Aug 2003 15:05:03 GMT
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I think the it is protruding out too far

Subject: WWII warpath presents : First view bazooka!
Posted by [maytridy](#) on Sat, 09 Aug 2003 15:15:52 GMT
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I agree, the arm looks like it's hyper-extended.

Other than that, nice work!

Subject: WWII warpath presents : First view bazooka!
Posted by [Renx](#) on Sat, 09 Aug 2003 15:18:14 GMT
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whoa, ya i agree with them. But if what you say is true, then i guess i'll just hhave to wait to play it.
Good job

Subject: WWII warpath presents : First view bazooka!
Posted by [PsycoArmy](#) on Sat, 09 Aug 2003 17:04:17 GMT
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yeh every single person says that. but if u play it ingame i think u will find its fine. Remember a bazooka is very long.

Subject: WWII warpath presents : First view bazooka!
Posted by [Jaspah](#) on Sat, 09 Aug 2003 21:39:14 GMT
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Make is so the right hand holds the bazooka, It will look better.

Subject: WWII warpath presents : First view bazooka!
Posted by [CNCWarpath](#) on Sat, 09 Aug 2003 21:44:37 GMT
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Were only following historical facts and they helt the front handle with the left hand.

Subject: WWII warpath presents : First view bazooka!
Posted by [Sir Phoenixx](#) on Sat, 09 Aug 2003 23:38:09 GMT
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j4S[p]Make is so the right hand holds the bazooka, It will look better.

The right hand IS holding the bazooka. The right hand is on the grip which is just out of view, that is where the trigger is located. The left hand is holding the grip on the front of the bazooka to steady the weapon.

(From the square front, I'm guessing this bazooka is supposed to be the M1/M1A1?)

Subject: WWII warpath presents : First view bazooka!
Posted by [Nodbugger](#) on Sun, 10 Aug 2003 01:05:26 GMT
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Id actually make it switch names

and pheonix, m1a1 can mean alot of things

Every tank gun etc from ww2 era was m1a1 then name extension.

Subject: WWII warpath presents : First view bazooka!
Posted by [Sir Phoenixx](#) on Sun, 10 Aug 2003 03:48:48 GMT
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NodbuggerId actually make it switch names

and pheonix, m1a1 can mean alot of things

Every tank gun etc from ww2 era was m1a1 then name extension.

Please, show me how "every tank gun" (The bazooka wasn't a gun, it was an RPG launcher) is named "Bazooka M1" or "Bazooka M1A1".

Subject: WWII warpath presents : First view bazooka!
Posted by [Nodbugger](#) on Sun, 10 Aug 2003 04:11:50 GMT
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it was supoused to be tank, gun. i thought you would have figured that out from the etc.

examples m1 garand
m1 carbine
m1a1 thompson smg
m1a1 rocket launcher.

Subject: WWII warpath presents : First view bazooka!
Posted by [Nodbugger](#) on Sun, 10 Aug 2003 04:12:38 GMT
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it was supoused to be tank, gun. i thought you would have figured that out from the etc.

examples m1 garand
m1 carbine
m1a1 thompson smg
m1a1 rocket launcher.

Subject: WWII warpath presents : First view bazooka!
Posted by [Infinint](#) on Sun, 10 Aug 2003 04:50:20 GMT
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why is that posted twice?...

Subject: WWII warpath presents : First view bazooka!
Posted by [Sir Phoenixx](#) on Sun, 10 Aug 2003 12:58:44 GMT
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Nodbuggerit was supoused to be tank, gun. i thought you would have figured that out from the etc.

examples m1 garand

m1 carbine
m1a1 thompson smg
m1a1 rocket launcher.

So what the hell is your point? What does this have to do with anything that was said in this thread? Not a damn thing.

I referred to it as "Bazooka M1/M1A1", not just "M1/M1A1".

Subject: Re: WWII warpath presents : First view bazooka!

Posted by [Dante](#) on Sun, 10 Aug 2003 22:50:15 GMT

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PsycoArmyMe and genocide both agree that it looks normal ingame, so if you think it might look a bit off remember what i just said.

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move the front handle back a bit closer to the human model, wrap the thumb around it (thats why we are superior to apes, so when we shoot a bazooka, it don't hit us in the face with the handle). then it should start looking a bit better.

how does the 3rd person view look?

Subject: WWII warpath presents : First view bazooka!

Posted by [PsycoArmy](#) on Mon, 11 Aug 2003 10:28:03 GMT

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Sorry i forgot to mention this(i do that alot). it ant finished screen.

By the way dante apes can grip their hands around things .
maybe not as well but they do have a pretty grippy material on their hands.

Subject: Re: WWII warpath presents : First view bazooka!

Posted by [Sir Phoenixx](#) on Mon, 11 Aug 2003 12:24:35 GMT

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Dantewrap the thumb around it (thats why we are superior to apes, so when we shoot a bazooka, it don't hit us in the face with the handle).

Sorry, but apes (and all homosapiens that I've ever seen) do have apposable thumbs.

Subject: WWII warpath presents : First view bazooka!
Posted by [forsaken](#) on Tue, 12 Aug 2003 00:09:47 GMT
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Yeah, Homo Sapians are (i'm pretty sure) the only ones who have opposable thumbs.
