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Subject: PPSH 41

Posted by [Nodbugger](#) on Mon, 09 Feb 2004 02:25:24 GMT

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1117 polys.

The barrel and front iron sights arent messed up, Im guessing its just the angle or light.

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Subject: PPSH 41

Posted by [Deafwasp](#) on Mon, 09 Feb 2004 03:22:29 GMT

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:thumbsup:

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Subject: PPSH 41

Posted by [Gernader8](#) on Mon, 09 Feb 2004 03:34:37 GMT

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I have never seen a gun like that before. I would love to see that skinned.

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Subject: PPSH 41

Posted by [bigjoe14](#) on Mon, 09 Feb 2004 04:51:26 GMT

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Russian WWII era weapon. Pretty sure you can find it in Call of Duty or MoH: AA: Spearhead.

56 (?) bullets per magazine.

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Subject: PPSH 41

Posted by [Nodbugger](#) on Mon, 09 Feb 2004 13:05:48 GMT

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bigjoe14 Russian WWII era weapon. Pretty sure you can find it in Call of Duty or MoH: AA: Spearhead.

56 (?) bullets per magazine.

either 72 or 71.

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Subject: PPSH 41

Posted by [SuperFlyingEngi](#) on Mon, 09 Feb 2004 21:28:24 GMT

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Since that gun's fairly detailed, I would consider adding maybe 4-5 more polygons to the rim of the magazine. Right now, it looks very blocky relative to the rest of the weapon, which looks really good.

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Subject: PPSH 41

Posted by [spreegem](#) on Tue, 10 Feb 2004 01:59:05 GMT

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You can find it in Call Of Duty, that is actually my favorite weapon in that game, I'm pretty sure you get it when you play as the Russians right? Yes the clip is 71 bullets from what Call Of Duty says. . . Looks good, but ACK is gonna come in here and complain about how everyone can model so you shouldn't show it until it gets skinned ETC ETC ETC

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Subject: PPSH 41

Posted by [OrcaPilot26](#) on Tue, 10 Feb 2004 02:18:55 GMT

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It needs a texture, and those holes in the barrel could very easily be replicated using a texture with an alpha channel.

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