Subject: question about 3rd person weps
Posted by LucefieD on Sat, 28 Jan 2006 02:21:46 GMT
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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
1) lrifle.JPG, downloaded 1245 times