Subject: RailGun cutting off...
Posted by C4Smoke on Fri, 27 Jul 2012 07:51:48 GMT
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I noticed this since 3.4.4 that the railgun is cut in half in 3rd person some times idk what causes it and how it happens but it does sometimes.

Subject: Re: RailGun cutting off...
Posted by Troll King on Fri, 27 Jul 2012 09:43:14 GMT
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I think the railgun rendered a lower LOD (Level Of Detail). In that LOD level there is no tip of the railgun... I think it cannot be fixed it's a Renegade engine restriction.

Subject: Re: RailGun cutting off...
Posted by Distrbd21 on Fri, 27 Jul 2012 11:09:53 GMT
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It's because you have a custom char, if you use default chars and not the ones that wasn't used in a pt, it will work fine.

But if it's a custom char like that it will not and never has render the railgun all the way.

afaik and seen.

Subject: Re: RailGun cutting off...
Posted by NACHO-ARG on Fri, 27 Jul 2012 13:54:31 GMT
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that is correct, the use of model replacement in general will make the game display the lowest lod for stock models.

Subject: Re: RailGun cutting off...
Posted by C4Smoke on Fri, 27 Jul 2012 17:58:47 GMT
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Distrbd21 wrote on Fri, 27 July 2012 04:09It's because you have a custom char, if you use default chars and not the ones that wasn't used in a pt, it will work fine.

But if it's a custom char like that it will not and never has render the railgun all the way.

afaik and seen.

I've seen in when I buy from pt also, or even when you do !weap Railgun

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