
Subject: RailGun cutting off...

Posted by [C4Smoke](#) on Fri, 27 Jul 2012 07:51:48 GMT

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

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.

File Attachments

1) [Screenshot.25.png](#), downloaded 281 times



Subject: Re: RailGun cutting off...

Posted by [Troll King](#) on Fri, 27 Jul 2012 09:43:14 GMT

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

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

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

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

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

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

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

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
