Subject: CNC REBORN : Cyborg Chaingun & Scripts
Posted by Aircraftkiller on Sun, 25 Jul 2004 16:36:28 GMT

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You idiot, I was talking about how he made the muzzle have an octagon barrel instead of a rounded hole texture. You don't have to stroke a selection and make a hole that way on a polygonal object, you end up having that same ghey look.

There's a huge difference between saving polygons and half-assing. That is half-assing it, making an octagon muzzle texture instead of rounding the hole to give the illusion that the bullets are round and are coming out of a round barrel. :rolleyes: