
Subject: Re: Pistol Model - How to continue?

Posted by [Di3HardNL](#) on Sun, 13 Dec 2009 17:11:43 GMT

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

I'll help you with the muzzle, in this screenshot you see the settings you need to put.

Simply create a box and place it at the same spot as the mesh muzzlea0 (green triangle) also you must 'Link' the muzzlebox to the muzzlea0.

You see my muzzle has the name mz_ramj3 this is the muzzle flash from the ramjet in third person. Check out more mz_.w3d files in w3dviewer to see which one you like the most for your weapon.

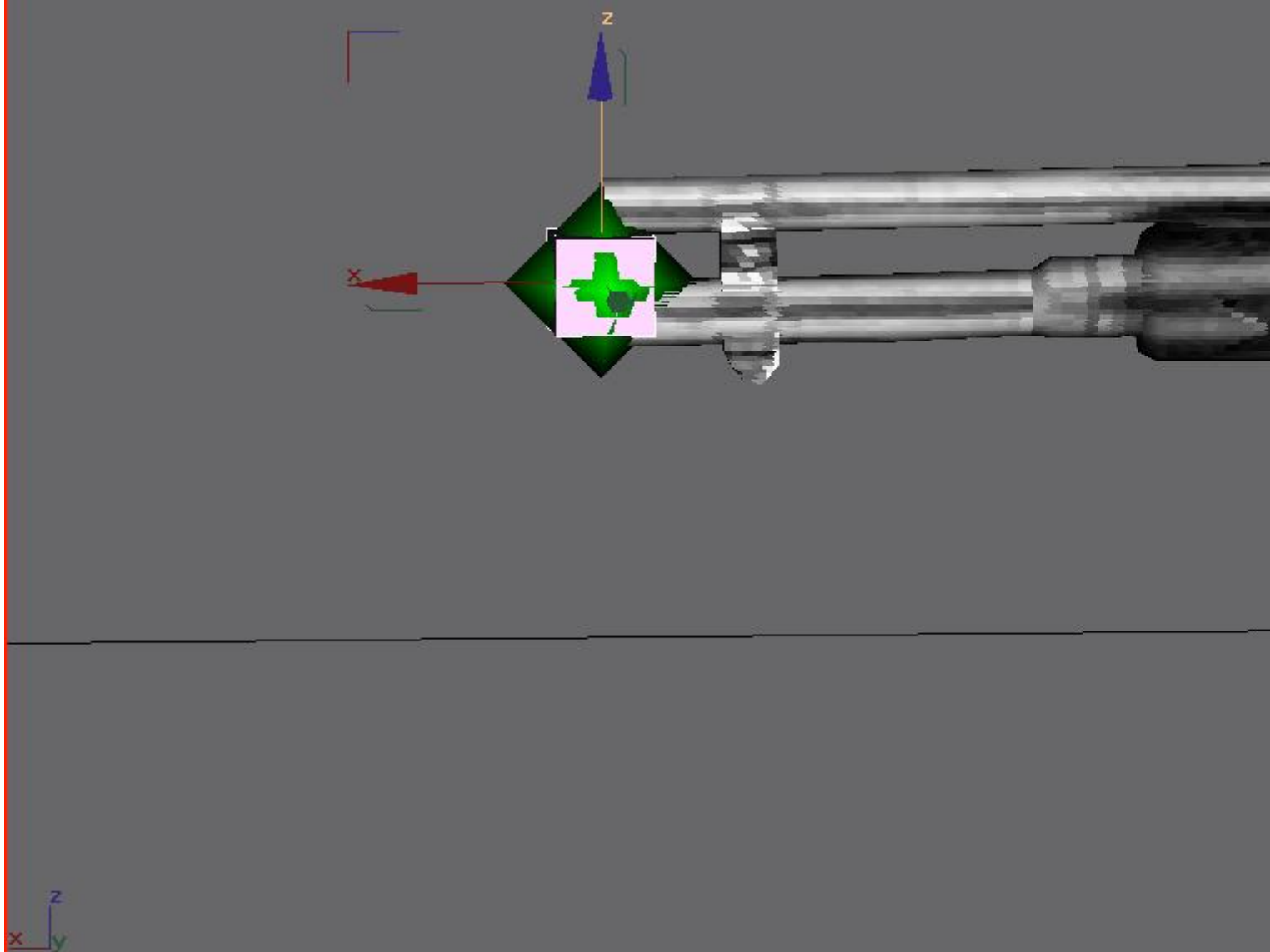
GL

File Attachments

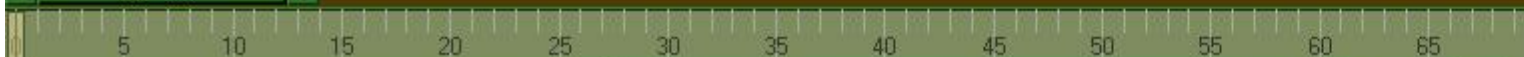
1) [muzzle.JPG](#), downloaded 190 times



Perspective



< 0 / 100 >



1 Object Selected

Click and drag to select and move objects

Add Time