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Subject: Are These Things Possible?

Posted by [Dante](#) on Mon, 15 Sep 2003 20:34:34 GMT

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1) yes

2) yes

3) hmmm, not sure on this one, btw, it doesn't differentiate the head shot by a different w3d, there are hit boxes attached to the bones & mesh of the character model (k\_head) being the one for the head, and when you hit that mesh (not the actual character mesh) that is what says it is a head shot, the actual model has no collision options on it at all, it is actually the boxes around it that do.

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