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Subject: Renegade Alert: Allied Artillery

Posted by [Sir Phoenixx](#) on Tue, 20 Apr 2004 13:25:43 GMT

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Nodbuggerya make the muzzle break wider than the barrel. It would also look cooler if you made the barrel in multiple peices. And make it so it "retarcts" as it shoots. Like real artillery.

If you'd actually look at the screenshot, you'd see that the muzzle break is clearly wider than the barrel. Multiple pieces? You mean it should have that buldge in the middle of it? Or that the front of the barrel should be seperate from the back? The real barrel isn't in seperate pieces, nor does it slide in on itself due to recoil, it slides back and down on the part it sits on. (The model was already designed for this recoil effect which will be added later when it's implemented.) Also, there is no buldge on the barrel in either the m110 barrel or the RA artillery (which is most likely the m110, not m109, so it doesn't matter one bit how the m109 barrel looks).

Quote:here is what you based the model off of

<http://www.fas.org/man/dod-101/sys/land/m110a2.htm>

make the barell like this

<http://www.fas.org/man/dod-101/sys/land/m109a6-11.jpg>

i think it would look much more menacing.

Now how much sense does that make? We based it off of the m110 (which was what the RA artillery looks like the most), but we should add something from a completely different artillery, the m109? That's like saying "the Medium Tank is based off of the M1 Abrams, so you should make the barrel look like the M60 Patton's barrel!")

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