
Subject: CNC REBORN: Spas12 updated.
Posted by [Sir Phoenixx](#) on Tue, 31 May 2005 21:57:05 GMT
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CSS has it because CS had it, and CS is and was a mod. And CS had it because the guy who made them was left handed or whatever ridiculous reason it was.

There is no good reason to have it flipped.

Also, you [Reborn team] and some others pull the "that won't be that noticeable ingame" and the "you're going to be too busy playing the game to notice it" card a lot as excuses to not fix something, add more detail, etc.

So why flip them so you can see some simple animation when it won't be that noticeable ingame, and you're going to be too busy playing the game to notice it? Plus, unlike adding a small detail that's supposed to be there, flipping it doesn't make it more accurate to the game, or the real thing.

If you animated it so that a little monkey opened the door on the side of the gun, swung out, pulled the empty shell out, and hopped back in and closed the door, then it would be slightly more understandable, but it's just the cover going back and then forward, that's all. (You can see the shell eject when the gun is in the correct way.)
