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Subject: Why are the 1st and 3rd person weps different?

Posted by [LucefieD](#) on Sun, 26 Jun 2005 05:21:07 GMT

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I looked into this and it turns out the 1st person models are only about 20 polys more than the 3rd so why didnt they use the nice looking models for 3rd? I put the model for 1st person in for the 3rd person shotgun and it looks so much better(I had to rotate the gun but...) I dunno what do you guys think maybe this could be included in a core patch just to make it look better.

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