
Subject: Re: Function

Posted by [Eyeless](#) on Thu, 13 Oct 2005 06:58:21 GMT

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you mean that everything is a .w3d = model.

Yeah that would be a problem.

mmm, i could think of the solution.

```
if ( Model == ifanterymodel ) { Viewmodel }
```

```
else if ( Model == ifanterymodel ) { Viewmodel }
```

```
else { } ( HideModel )
```
