Subject: Viewing your 3rd person models ingame
Posted by jamiejrg on Sun, 25 Mar 2007 16:32:29 GMT
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Good afternoon,

So, I have been working on a number of models for GE and PD and I'm getting to the stage where thier rotation needs to be adjusted slightly. Problem is, I can't get a good view of the 3rd person model in game. Before renguard this wasn't a problem, I would just find a weapon with similair characteristic (ie, shoulder, hip, pist etc) and just throw the model in the data folder under that name. But now renguard won't let me do that. My initial thought was to just set up AI spawners in LE so i could view soldiers externaly in game but i can't figure out how to get spawners working.

So, if anyone has any idea what i should do post em up. Or, if one can give me a few pointers on making spawners, that would work also.