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Subject: Re: Renegade 40,000!

Posted by [Dreganius](#) on Thu, 12 Mar 2009 08:08:57 GMT

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To show you some more progress, we've also made the Scout Sniper Rifle now.

We have a slight texture problem with the scope that will be fixed before the final version, but regardless it still looks good. The reload animation is a simple "twist, and charge" animation. Or, you move the gun and twist a knob on the side, which takes about a second. You then hold the gun up again, as it charges you'll hear a 'humming' sound, which increases in pitch before the weapon is fully charged again. Then, you bring the weapon forward more, and may proceed in firing once again.

But anyway, here's the damn gun