
Subject: problem with weapon

Posted by [JsxKeule](#) on Sun, 30 Aug 2009 18:23:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

hey i got a problem with a weapon
a friend of me made a sniper rifle
in his game it looked pwnage
and in my w3d viewer too
but in my ren it looks not that good
Toggle Spoiler

anyone know how to solve that problem??

File Attachments

1) [snip w3d.jpg](#), downloaded 429 times



- Materials
- Mesh
- Hierarchy
 - F_GM_RIFL
- H-LOD
- Mesh Collection
- Aggregate
- Emitter
- Primitives
- Sounds



Object controls

A panel titled "Object controls" with a close button. It contains four red icons: a left-pointing arrow, an up-pointing arrow, a right-pointing arrow, and a 3D rotation handle.

2) [snip.jpg](#), downloaded 433 times

