
Subject: Re: [Release] The BETA Shotgun and the BETA Cinematic Pistol
Posted by [Reaver11](#) on Sun, 13 Dec 2009 13:29:35 GMT

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True but thats mainly since I have too little information of the original shotgun.
Especially the back part.
Even the frontpart was a bit of a guess and checking out a lot of old movies and such.

From what I know they have created the Grenadelauncher after the automatic shotgun.
Basically just transforming the model.
I didnt use any meshparts of the Sole Survivor gun only I have used the cliptexture. (Which they are credited for in the readme)

I will see what I can do to get it closer to the original.
Since I can understand what you are saying Canadacdn.
