Posted by C4Smoke on Mon, 30 Jan 2012 05:19:08 GMT

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First off if he set the projectiles wrong it would alter / affect the radius / splash. I have made alot of "Models" and I know from first hand if you even add one more zero to a model it will affect everything. It might just be a editing error or might be problem with the script, I honestly think he set the projectiles wrong cause I had this happen to me before also.

Edit: I must say I never used a model with 4.0 so I don't know if that is also another case.