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Subject: Back Model Question

Posted by [Oblivion165](#) on Thu, 20 May 2004 00:51:39 GMT

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I was wondering about making a Cowboy, (I am playing RED Dead Revolver) and i was thinking that for the hosters, you can actually have the pistols there, and just treat the pistols like the back model.

Will that work?

I probably wont make it i have lots of other stuff to do.

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Subject: Back Model Question

Posted by [htmlgod](#) on Thu, 20 May 2004 01:51:10 GMT

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Yeah, you could probably pull that off. If you're talking about having the back model being a pistol in a waist holster, you'd just have to guess and check with rotation and placement of the actual weapon model in the back-model of the weapon to get it to where it looked like it was in your holster. The only problem there is if your unit has more than 2 weapons (ie pistol + rifle), then only the one before the weapon actually being held by the character appears on the character's back. So like if you gave your cowboy a pistol(weapon index 1), a rifle(weapon index 2), and some dynamite(weapon index 9), when he had the rifle out, the backmodel for the dynamite would be the only one on rendered, so your pistol would only actually be in your holster when you had the dynamite out. That kind of messes things up, because the pistol is out of teh hoslter when you're using it, but the pistol is also out of the holster when you're using the rifle. Hope that made some degree of sense

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Subject: Back Model Question

Posted by [Oblivion165](#) on Thu, 20 May 2004 02:23:32 GMT

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yeah i get that. hmm i like the idea of it though. Thanks for the help. i might actually make it.

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Subject: Back Model Question

Posted by [NeoX](#) on Thu, 20 May 2004 02:27:37 GMT

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just move the back bone on the model. in the w3d file in the Mod tools

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Subject: Back Model Question

Posted by [maytridy](#) on Thu, 20 May 2004 02:57:45 GMT

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You could just model a pistol directly into the holster, you just wouldn't take it out.

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