Subject: 3rd person muzzles
Posted by Slave on Mon, 29 Jan 2007 07:42:57 GMT
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As far as i know there are 2 ways to attach 3rd person muzzle flashes to a weapon. One is directly attaching it via gmax, the other is attaching them with leveledit. What would be the main difference?

Subject: Re: 3rd person muzzles
Posted by Jerad2142 on Mon, 29 Jan 2007 14:22:19 GMT
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Ones attached in Gmax will follow the muzzle around, the ones setup in level edit are just created at the muzzle bone and will not follow the muzzle if it is moved.

Subject: Re: 3rd person muzzles
Posted by Slave on Mon, 29 Jan 2007 21:25:11 GMT
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That's what i needed, thanks.

A silly example to make sure i got it right:
a 20 second muzzle flash.
The leveledit one would just hover at the location the bullet was fired. You can walk around it. The Gmax one would stick to your gun and would come with you. Right?

Subject: Re: 3rd person muzzles
Posted by Jerad2142 on Mon, 29 Jan 2007 21:53:07 GMT
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You are correct, Have Fun!