
Subject: smaller bodies

Posted by [Veyrdite](#) on Fri, 09 Feb 2007 06:26:50 GMT

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

in multi, some units have the option to choose a dif model. for obvious reason you would choose the pic without the suit, and mob without it either, but what about hav and sakuras? which is smallest? snow skins on snow maps wouldn't help as most use advantage skins

Subject: Re: smaller bodies

Posted by [puddle_splasher](#) on Sun, 11 Feb 2007 18:15:20 GMT

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

Would the totally nude skins not be thinner?

Subject: Re: smaller bodies

Posted by [bisen11](#) on Thu, 15 Feb 2007 21:26:06 GMT

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

Skins and models are different =P

Subject: Re: smaller bodies

Posted by [Tankkiller](#) on Fri, 16 Feb 2007 23:16:51 GMT

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

Diffrent in a way that skins That they rap the model. "SKIN"

Models is a phical change

Subject: Re: smaller bodies

Posted by [Veyrdite](#) on Sat, 17 Feb 2007 05:43:54 GMT

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

i am guessing chaeters use worldboxes for projectile col, but by memory each unit has a slightly diff size worldbox. that should turn this subject around.
