Subject: Weapons Explained
Posted by Anonymous on Tue, 15 Oct 2002 19:58:00 GMT
View Forum Message <> Reply to Message

Well, if you're still in a hurry, here to save you some time   ... quote:Originally posted by Abjab:...All characters have a "gun bone" that tells renegade which hand does hold the gun.the weapon's pivot point is positioned at this "gun bone" position.In other words, once you have created your weapon mesh, move its pivot whereyou want the hand to be.you fix the style that the character should hold the gun in Level Editor i.e.:Shoulder: uses both hands (second hand position is set automatically by Renegade)Pistol: uses one handetc.........For 1st person view, you can use the same model, or create a simplified version of itwith details only in the viewable parts of the gun. Also, for 1st person view, you haveto create a magazine mesh for the reload anim.......Magazine Pivot axes and position:X is pointing to the right side of the gun (pointing at you in top view)Y is pointing to the back side of the gun (up in top view)Z is pointing to the top side of the gun (right in top view)The pivot of the magazine is positioned at the top of the magazine mesh (pivot's Z max),back most of the magazine (pivot's Y max) and left most of the weapon side (pivot's X axis).The magazine mesh itself is positioned wherever you want it to be on the gun.Export the magazine mesh with both geometry type (bone transform and geometry).Name the magazine: f_cm_rifl (where rifl matches your weapon's name)...Oops made a mistake: You don't need to check "bone transform" for the clip mesh, I'll editthe message above to correct it. Also the f_cm_rifl is not exported alone, it's the clip mesh name inside f_gm_rifl.w3d model file.Abjab