Subject: muzzlea1 on weapon models
Posted by danpaul88 on Thu, 26 Jan 2006 15:19:01 GMT

Is it possible to use the muzzlea1 bone on weapon models? I tried to use it on a weapon model but it still fired from the muzzlea0 bone only, ignoring the a1 bone. According to the westwood tutorial file (http://renhelp.co.uk/?tut=19) you can use both muzzlea0 and muzzlea1 bones, although I have yet to see a working example of this (at least I cant think of one at the moment)

Quote: Weapons Bones:
MuzzleA0, A1: position at which bullets are fired, muzzle bones pivots axes
are oriented the same way the weapon`s pivot is.

Perhaps this is something which they took out support for, or was written incorrectly? Anyway, let me know if it is possible to use muzzlea1 or not, and if it is how to set it up in LE (I am assuming thats where I am going wrong..)