Subject: Re: Post your Always.dat oddities!
Posted by Jerad2142 on Thu, 17 Apr 2008 18:02:36 GMT
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Cabal8616 wrote on Thu, 17 April 2008 11:33The "dead guy" thing is "withered.w3d", if that's what you were referring to.

It's pretty interesting ingame, as it even has modeled fingers. Sadly, due to w3d's limitations, they just stand still.
LOL, thats not a w3d limitation, thats simply a lazy Westwood EA animator limitation, if we wanted to we could redo all the 3d models, bone the fingers, and make those move to. Then the animations would just have to use them. I have been thinking for quite a while now about redoing the first person hand models so that the fingers could bend at the knuckles, but right now I'm not in the mood.