Jerad Gray wrote on Sat, 01 January 2011 09:44You need to edit the f_gm models to fix the issue your seeing here.
I've been trying to follow this tutorial:
http://www.pokemonca.net/rh/index.php?mod=Tutorials&action=view&id=53
But all the files are in W3D format. I have found all the f_gm files, but RenX won't open them. So I won't get further then the first step..

Reaver11 wrote on Sat, 01 January 2011 11:04The laser and rocketlauncher where rigged as skin replacements you need to make new animations or either convert westwoods animations for the new gunmodel.
(usually hexediting is the easiest)
I will try to convert the westwood animations once I have the first person model work correctly.

cAmpa wrote on Sat, 01 January 2011 11:06What game do you play?
At the moment, none. I don't have that much time.. most of the time I am at my girlfriend, and if I have time I am making new Coop/vs Multiplayer Maps for Renegade

But I am not experienced with making new weapons and vehicles at all. Normally I am busy with making Botmaps which don't lag at all (because they do if you add many the wrong way..) and making plans for Reborn maps and stuff. So this is totally new for me.