Subject: Re: Complete guide to human animations in Renegade
Posted by Jerad2142 on Mon, 19 May 2014 13:52:50 GMT
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WEAPON_HOLD_STYLE_AT_SHOULDER C2 C
WEAPON_HOLD_STYLE_AT_HIP D2 D
WEAPON_HOLD_STYLE_LAUNCHER E2 E
WEAPON_HOLD_STYLE_HANDGUN F2 F

C2 is for aiming flat C3 is aiming up, and C1 is aiming down, the animations are then blended together as the infantry moves its aim up and down. Same applies to D E and F.

H_0_1234
0: Skeleton
1: weapon hold style
2: Weapon Aim angle (doesn't apply to A or B)
3: Action (walking, running, landing, jumping ect.)
4: movement direction