Subject: Handgun and M16 need help!
Posted by Viking on Sat, 03 Dec 2005 06:17:08 GMT
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I got this handgun frome a pack of unused WW models.

The clip was stuck inside of it so I asked uhhh... dark angel i think it was and he got it out for me!

It works fine except.

-When it reloads the gun is thrown away and the empty clip is kept?!**Handgun only**

-No muzzle flash when in 3rd person mode! (or when watching somone else fire it)**both handgun and m16**

-The pistol appears to be sticking out of the persons back!

I will attach the files below. Includes W3D for 1st person mode 3rd person mode and back model for both guns w/ texture.
Plus the W3D files.
(handgun only has one gmax file couldent find the others)

File Attachments
1) M16 & Handgun.zip, downloaded 249 times

Subject: Re: Handgun and M16 need help!
Posted by rm5248 on Sat, 03 Dec 2005 14:39:14 GMT
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I got the same problem when I put a gun model into the game that I made, though it didn't throw away the gun until I made a clip to put in...

Subject: Re: Handgun and M16 need help!
Posted by Spice on Sat, 03 Dec 2005 15:59:57 GMT
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Post screenshots and I can better understand what you are talking about.

From what I can tell:

Quote:-No muzzle flash when in 3rd person mode! (or when watching somone else fire it)**both handgun and m16**

For the muzzle flashes...
1)Create your muzzle flash or use on of Westwoods. Export it as whatever. (Example: mz_v_nod_buggy.w3d)

2)Open up your rigged vehicle in gmax, create a box. Move the box to where the muzzle flash should appear. Name it mz_v_nod_buggy and go to the W3D settings. In this case you would want to use mz_rifl1 as your name

3)Uncheck export Transform bone. Check Aggregate.

4) Link this (This as in your muzzle flash aggregate) to your muzzle bone.

Heirarchy Tree:
Turret
_Muzzlea0
__ mz_v_nod_buggy
_Muzzleb0
__ mz_nod_buggy

Tip:
You can have as many boxes with the same name as long as they have the W3D settings shown above. If you get an error while exporting, check your w3d settings on the coorisponding object.

Quote:
-When it reloads the gun is thrown away and the empty clip is kept?!**Handgun only**

For the reload animated, it is probably not setup to work right with the pistol animations.

Subject: Re: Handgun and M16 need help!
Posted by Viking on Sat, 03 Dec 2005 19:29:37 GMT
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I DONT KNOW WHY THE RELOAD WONT WORK RIGHT...

I tryed naming the parts of my gunj exactly the same as the parts of the pistol (used w3d to gmax exporter and checked things too)

It was exactly the same except for the texture and the midel and it still wont work right...

and that thing with the buggy and the... uhhh you lost me after the first sentince i tryed but huh?

its ben so long sence i used gmax i cant remember shit...(i made these guns awhyle ago)

Subject: Re: Handgun and M16 need help!
Posted by Spice on Sat, 03 Dec 2005 20:11:51 GMT
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Well, Let me take a look at these W3D Files. If there isn't too much work to be done I'll put them in-game for you.

Fomr the looks of it, It looks like on the pistol one of the textures is applied wrong. That's one problem I saw.

Subject: Re: Handgun and M16 need help!
Posted by Viking on Sat, 03 Dec 2005 20:59:59 GMT
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Try the W3D files i included put them in renegade data and go ingame and reload and fire the guns in 3rd/1st person than look at the handgun when it is on youre back.

Subject: Re: Handgun and M16 need help!
Posted by sharra on Wed, 31 Jan 2007 15:17:42 GMT
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hey EXdeath what program is that

Subject: Re: Handgun and M16 need help!
Posted by Jerad2142 on Wed, 31 Jan 2007 15:20:31 GMT
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sharra wrote on Wed, 31 January 2007 08:17hey EXdeath what program is that
RenX

Viking wrote on Fri, 02 December 2005 23:17I got this handgun frome a pack of unused WW models.

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The gun is being thrown away because its linked to the wrong bone, you have the gun linked to the reload bone and the clip is probably not linked to anything.