
Subject: Replacing Hands

Posted by [Sparxxx](#) on Thu, 22 Feb 2007 19:56:03 GMT

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Did any one ever try to replace the standard Renegade Hands?

I want to replace them and tried to edit the normal Hands (from the 1st-person Weapon tutorial) I know that the renegade hands are the files f_hm_gdi.w3d and f_hm_nod.w3d.

My question is how to bone them correctly? I tried my best and it works in Gmax, but when I export them they look screwed (look at the screenshot) And yes I used the skeleton for export

Can anyone help me?

These are the Hands I want to use:

Subject: Re: Replacing Hands

Posted by [Viking](#) on Thu, 22 Feb 2007 20:03:28 GMT

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Those hands r fugly.

Subject: Re: Replacing Hands

Posted by [Sparxxx](#) on Thu, 22 Feb 2007 20:09:24 GMT

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but I want to use them

I just want to know the trick with the bones

Subject: Re: Replacing Hands

Posted by [Jerad2142](#) on Thu, 22 Feb 2007 21:21:10 GMT

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It does not look like you have the 3d model of the hands centered properly.

A problem I have found is that when you import 3d models some times the skeleton (bones) get moved around, so it is just kind of guess and check.

But if I figure out a better way of doing it I will let you know (tomorrow I am finishing up my work on master chief, and this reminds me that his first person hand should probably match).

Subject: Re: Replacing Hands
Posted by [Veyrdite](#) on Fri, 23 Feb 2007 05:04:55 GMT
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skinning the origs would be easier

Subject: Re: Replacing Hands
Posted by [Jerad2142](#) on Fri, 23 Feb 2007 06:40:09 GMT
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Ya if you want all the hands to be changed to look like that.

Subject: Re: Replacing Hands
Posted by [Sparxxx](#) on Fri, 23 Feb 2007 08:06:31 GMT
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dthdealer wrote on Fri, 23 February 2007 00:04skinning the origs would be easier

yes. I thought about that, but I want to use theses new Hands with modded weapons only so it doesn't matter if they fit with the renegade weapons perfectly.

I think my problem has something to do with wrong bones /-boneing. When i move the bones normaly they work fine, but when i put the slider on Frame 2 or more and try to animate them the bones work but the mesh moves always the double distance of the bones.

like this pictures shows

I thought first there were any animation fragments left which causes this but there are no.

Maybe thats why they screwed up.

Subject: Re: Replacing Hands
Posted by [Veyrdite](#) on Fri, 23 Feb 2007 08:47:32 GMT
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you probably scaled the models or bones.

if the model, make a plane, attach the hand to it, delete the plane mesh, and redo the boning thingee
