
Subject: Weapon Style

Posted by [mr£Ä\\$Ä-z](#)

on Sat, 02 Aug 2008 19:04:42 GMT

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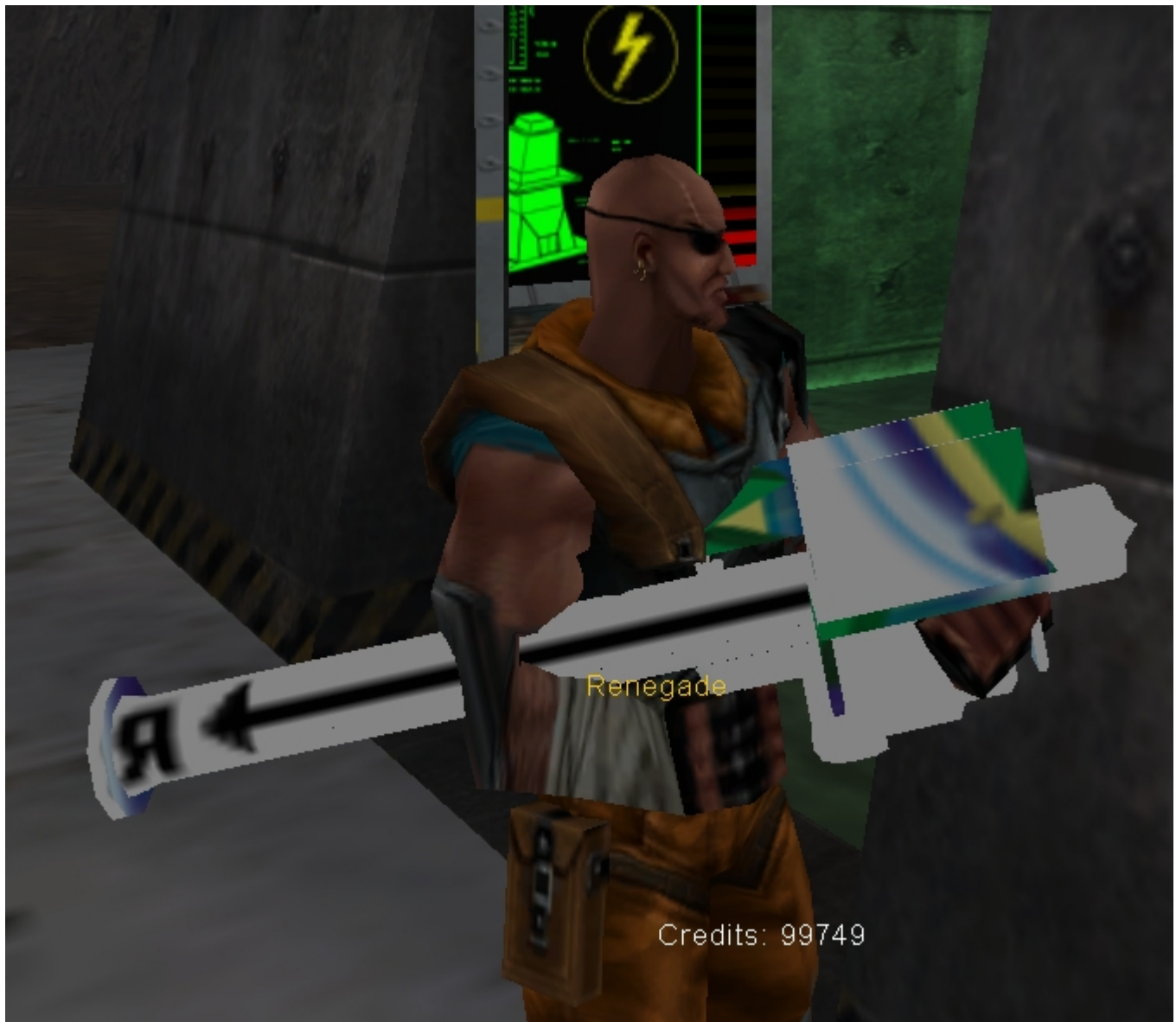
Is it possible to change the Rocketlauncher to "Shoulder" style ? because i want to replace the Rocketlauncher and still want to play online without a Objects file.

and the shotgun too

And whats the name of all Rockets ? (AGT, Rocketlauncher etc.) ?

File Attachments

1) [ROCKY.jpg](#), downloaded 786 times



2) [SHOTGUN.jpg](#), downloaded 790 times



Subject: Re: Weapon Style
Posted by [Canadacdn](#) on Sat, 02 Aug 2008 23:58:12 GMT
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You cannot change the position they are held in without a change to objects.ddb.

Subject: Re: Weapon Style
Posted by [Veyrdite](#) on Sun, 03 Aug 2008 00:45:35 GMT
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Canadacdn wrote on Sun, 03 August 2008 09:58 You cannot change the position they are held in without a change to objects.ddb.
You could imitate it by moving the model around in RenX, but the animations would throw it out of place and the hands would not hold it correctly.

Subject: Re: Weapon Style

Posted by [Di3HardNL](#) on Mon, 04 Aug 2008 10:39:36 GMT

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Create a new animation in renx (from scratch tho) I did that to with a couple of guns. But its pretty hard to make it look right.

Open XCC Mixer and extract all files that start with h_ (that are the animations)

Open w3dviewer.

Open S_a_human
then open a character model

Open the h_ files in w3dviewer and just search untill you see the animation of holding the rocket launcher.

If you found it you will know on which name you have to export it for the bazooka.

If you are going to do this, tell me when you found the gunner animation, then i'll help u further.

Subject: Re: Weapon Style

Posted by [mr£Ä\\$Ä-z](#) on Mon, 04 Aug 2008 16:04:08 GMT

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OK i willk try later, thanks
