

---

Subject: Weapon Style

Posted by [mr&#233;z](#)

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

[View Forum Message](#) <> [Reply to Message](#)

---

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

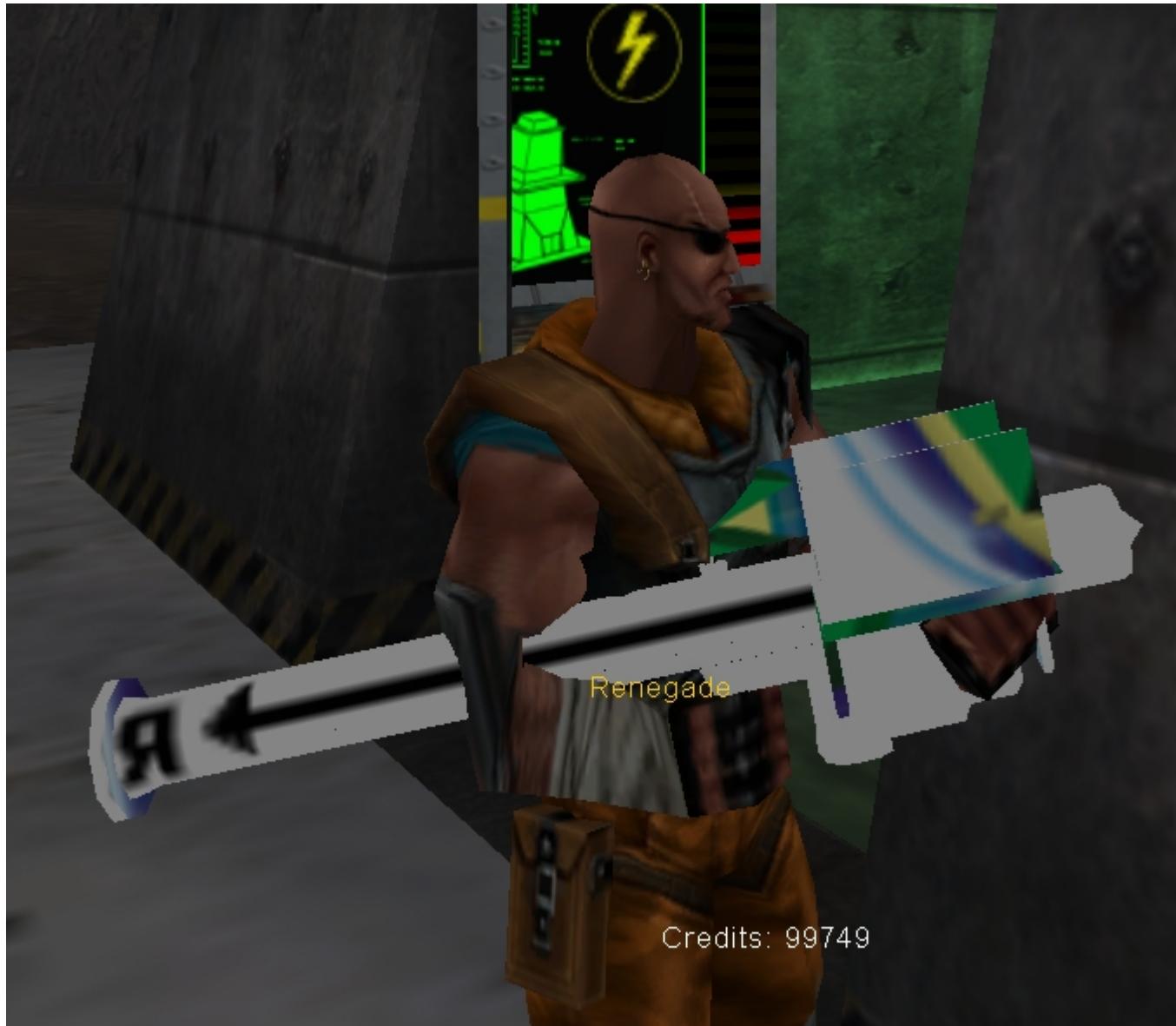
And whats the name of all Rockets ? (AGT, Rocketlauncher etc.) ?

---

File Attachments

1) [ROCKY.jpg](#), downloaded 610 times

---



2) [SHOTGUN.jpg](#), downloaded 615 times



**Polygons: 878**

---

Subject: Re: Weapon Style

Posted by [Canadacdn](#) on Sat, 02 Aug 2008 23:58:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

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

[View Forum Message](#) <> [Reply to Message](#)

---

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

[View Forum Message](#) <> [Reply to Message](#)

---

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 [mrÃ£Ã§Ã·z](#) on Mon, 04 Aug 2008 16:04:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

OK i willk try later, thanks

---