Subject: Weapons
Posted by Gen_Blacky on Fri, 12 Sep 2008 07:07:43 GMT
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how do you setup the hand animations in le , i setup a new gun and default ha are there.

File Attachments
1) ScreenShot86.png, downloaded 379 times

Subject: Re: Weapons
Posted by Veyrdite on Fri, 12 Sep 2008 07:44:31 GMT

smaller image attached
I believe you need to delete a few of the bones or just use the standard hands.

File Attachments
1) ScreenShot86.jpg, downloaded 344 times

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Subject: Re: Weapons
Posted by Jerad2142 on Sun, 14 Sep 2008 21:11:57 GMT
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bleh, okay for starters you need to remove that fake hand. All first person gun animations are controlled through the f_ha_ animation sets. If you don't feel like making new animations, you can either replace an old guns model, or make a copy of another guns animations and hex edit them so their dependency gun name (f_gm_weaponname) matches the animation name... and stuff. Or you could just reposition the gun, reexporting it after every reposition to see if you are moving it closer to the right spot for the gun hands, either way the fake gun hand must go.

Subject: Re: Weapons
Posted by Gen_Blacky on Tue, 16 Sep 2008 03:10:34 GMT
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i have f_ha_ak47_enter.W3D , f_ha_ak47_exit.W3D , f_ha_ak47_fire.W3D , f_ha_ak47_idle.W3D , f_ha_ak47_relod.W3D

it was made for a replacement for the auto rofle with new hand animations i renamed the w3ds with w3dren maybe w3dren messed something up would it be easier to hex edit it or w3dren isn't the problem ?.

Subject: Re: Weapons
Posted by Jerad2142 on Wed, 17 Sep 2008 05:31:26 GMT
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Gen_Blacky wrote on Mon, 15 September 2008 21:10i have f_ha_ak47_enter.W3D , f_ha_ak47_exit.W3D , f_ha_ak47_fire.W3D , f_ha_ak47_idle.W3D , f_ha_ak47_relod.W3D

it was made for a replacement for the auto rofle with new hand animations i renamed the w3ds with w3dren maybe w3dren messed something up would it be easier to hex edit it or w3dren isn't the problem ?.
Hex editing is really easy, but it looked like the animations were actually all working right, I would just suggest that you pull the gun's w3d model backwards a little bit so it looks like its sitting in your hands correctly.