Subject: Weapons Explained
Posted by Anonymous on Tue, 15 Oct 2002 22:13:00 GMT
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avyone have been able to make it work???because thats really wierd. when i search to make a full animated weapon i found that u need at least 13 files!xxxx is your weapon name (dunno if its support more than 4 digits)**Hierarchical model files type:*** 1) f_gm_xxxx.w3d - Gun Model, must have a separate clip model having the name : f_cm_xxxx 2) f_cm_xxxx.w3d - separate clip model for reload animation**Pure animation file type:**This time we use f_ga_xxxx_(action) where GA stand for Gun Animation 1) f_ga_xxxx_enter.w3d - not sure of this one but i think its the one used when u scroll weapons and a weapon appear. 2) f_ga_xxxx_exit.w3d - the opposite of enter animation 3) f_ga_xxxx_fire.w3d - custom firing animation for weapons best examples: Laser chaingun, minigunner... 4) f_ga_xxxx_idle.w3d - dunno.... 5) f_ga_xxxx_relod.w3d - not a mistake, its really relod and not reload. Reload animation for gun.**Bone only file type(or more pure animated thing... im not sure):**now, the finals files used for hand animation(ha)(f_ha_xxxx_enter). 1) f_ha_xxxx_enter.w3d 2) f_ha_xxxx_exit.w3d 3) f_ha_xxxx_fire.w3d 4) f_ha_xxxx_idle.w3d 5) f_ha_xxxx_relod.w3d---Now ill explain a little about the files "use existing bone" of renx when u export.the f_ga_xxxx_(action) file need the f_gm_xxxx.the f_ha_xxxx_(action) file need the f_skeleton.w3d (file in always.dat).I think the f_ga_xxxx_(action) are the same file as f_ha_xxxx_(action) except they have fingers bone included. i tried to look into f_skeleton.w3d(yes with note pad   ) and i saw some word about finger1, finger2... bone.--all i said in this tread may or not be accurate, but looking all weapon of renegade, i think we will get it   edit: i added some star to make it easier to read   edit2: i made a typo about Ga(gun animation), i putted Am instead... dunno why lol, now is fixed, no more typo in this reply   [October 16, 2002, 12:17: Message edited by: Francois]