
Subject: Re: Handgun and M16 need help!
Posted by [Spice](#) on Sat, 03 Dec 2005 15:59:57 GMT
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Post screenshots and I can better understand what you are talking about.

From what I can tell:

Quote:-No muzzle flash when in 3rd person mode! (or when watching someone else fire it)**both handgun and m16**

For the muzzle flashes...

1) Create your muzzle flash or use one of Westwoods. Export it as whatever. (Example: mz_v_nod_buggy.w3d)

2) Open up your rigged vehicle in gmax, create a box. Move the box to where the muzzle flash should appear. Name it mz_v_nod_buggy and go to the W3D settings. In this case you would want to use mz_rifl1 as your name

3) Uncheck export Transform bone. Check Aggregate.

4) Link this (This as in your muzzle flash aggregate) to your muzzle bone.

Hierarchy Tree:

```
Turret
_Muzzlea0
__ mz_v_nod_buggy
_Muzzleb0
__ mz_nod_buggy
```

Tip:

You can have as many boxes with the same name as long as they have the W3D settings shown above. If you get an error while exporting, check your w3d settings on the corresponding object.

Quote:

-When it reloads the gun is thrown away and the empty clip is kept?!**Handgun only**

For the reload animated, it is probably not setup to work right with the pistol animations.