
Subject: Re: FF8 Gunblade

Posted by [jamiejrg](#) on Tue, 13 Feb 2007 03:18:43 GMT

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OOOOH I GET IT.

Alright, ill explain best i can. You can either use f_hm_gdi.w3d or f_hm_nod.w3d. When you open these models the importer prompts you for the f_skeleton.w3d model. The skeleton is the important part becuase it contains all of your bones. You will also knotice that in models such as f_ha_pist_relod.w3d the same bones are used as the skeleton.

So lets apply this.

Firstly, you want to make your idle animation right. So you open your gun model, and one of your hand models. f_hm_gdi.w3d for instance (it will prompt you for the skeleton.w3d model so make sure it is in the same directory. Pose your gun and hands as they would be when your character is holding the gun. Press animate and mode your animation scroll bar to the 1 position. You can then export this as a pure animation useing frames 1 to 1. this is your idle animation. Note, if you want your character to move the gun around when he is not firing then make a few extra frames then export as a pure animation. An example of this would be f_ha_pist_idle.w3d

refer to ren help for examples, i'm sure they explain it better. I was just a little mixed up becuase i kept wanting to do the hand positions and the clip animation at the same time.
