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Subject: Re: Replacing Hands

Posted by [Sparxxx](#) on Fri, 23 Feb 2007 08:06:31 GMT

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dthdealer wrote on Fri, 23 February 2007 00:04skinning the origs would be easier

yes. I thought about that, but I want to use theses new Hands with modded weapons only so it doesn't matter if they fit with the renegade weapons perfectly.

I think my problem has something to do with wrong bones /-boneing. When i move the bones normaly they work fine, but when i put the slider on Frame 2 or more and try to animate them the bones work but the mesh moves always the double distance of the bones.

like this pictures shows

I thought first there were any animation fragments left which causes this but there are no.

Maybe thats why they screwed up.

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