Subject: Re: Pistol Model - How to continue?
Posted by woandre on Sun, 13 Dec 2009 19:32:28 GMT

....
I don't know why but I didn't do it well.
The 'MZ_PIST1, MUZZLEA0 and EJECT must be on Hide and Aggregate without [] Bone in the W3d Tools right?

Now when I shoot in 1st pers, I see the 'shot' lights when i shoot, but it's inside my pistol (doesn't matter where I put the MZ_PIST1, MUZZLEA0 and the EJECT...)

In 3rd person, I see just the light from the EJECT/MZ_PIST1, but it's there 24/7...Doesn't matter where I put the triangles...

Also @ ErroR,
there's only the 3rd pers pist model (W_Pist.w3d) or is there also one for 1st pers (I geuss yes but what's the name)

About the 'linking',
I know the button but..How am I sure that they are linked?Because maybe I do it wrong (tried all possible ways)

Thanks for the help already