Subject: Re: Pistol Model - How to continue?
Posted by Omar007 on Sun, 13 Dec 2009 21:47:37 GMT
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woandre wrote on Sun, 13 December 2009 20:32....
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...)

MuzzleA0 and eject should be [v]Bone and []Geometry
The MZ_PIST1 should be [v]Bone and [v]Geometry, Hide and Aggregate (im not 100% sure so please correct me if im wrong)
Quote:
...
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...
See above answer
Quote:
...
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
Press H and check the box 'Display Subtree'