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Subject: "---" weapon holding style

Posted by [GEORGE ZIMMER](#) on Fri, 28 May 2010 01:03:28 GMT

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I'm sure this isn't a high priority thing, but it's awfully annoying to me (and many other modders who have tried melee weapons).

Firstly, the weapon hold style itself has an annoying idle animation- rather than just keeping the character's hands to the side, the idle animation makes you hold your hands in a way that it's as if you're holding a rifle. It shouldn't do that.

Secondly, AI cannot aim with the "---" type of weapon. They always fire downward or even a little bit behind them. This is VERY annoying for anyone who wants to make AI that uses melee.

It'd be VERY appreciated if this could be fixed.

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