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Subject: Re: "---" weapon holding style

Posted by [GEORGE ZIMMER](#) on Fri, 28 May 2010 10:51:22 GMT

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Saberhawk wrote on Fri, 28 May 2010 02:24 WEAPON\_HOLD\_STYLE\_NOT\_USED is named such and shown to the user as "---" because there is absolutely no code for this style. As such, the fact that it doesn't work shouldn't surprise you. It may have existed and been used at some time however which is why it wasn't just completely removed.

Hm, I see.

Is there any chance, then, to make a completely new weapon holding style that functions in the way that it should? Except with a fixed idle animation, and fixed for the AI?

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