
Subject: First person Weapon Positions

Posted by [sauron--the--king](#) on Sat, 01 Jan 2011 11:05:02 GMT

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Hello,

I've downloaded some new weapons from different forums.

I've placed them ingame as new weapons, but I have a problem.

The weapons look really good, but when you go to first person view, the guy will allways hold it like a handgun...

I've made some pictures of it. Don't mind the giant orange lines inside the pictures.. I've used a demo program silly me.

Problem 2: I have used weapons which have a reload animation in W3Dviewer, but the reload animation won't work ingame.

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File Attachments

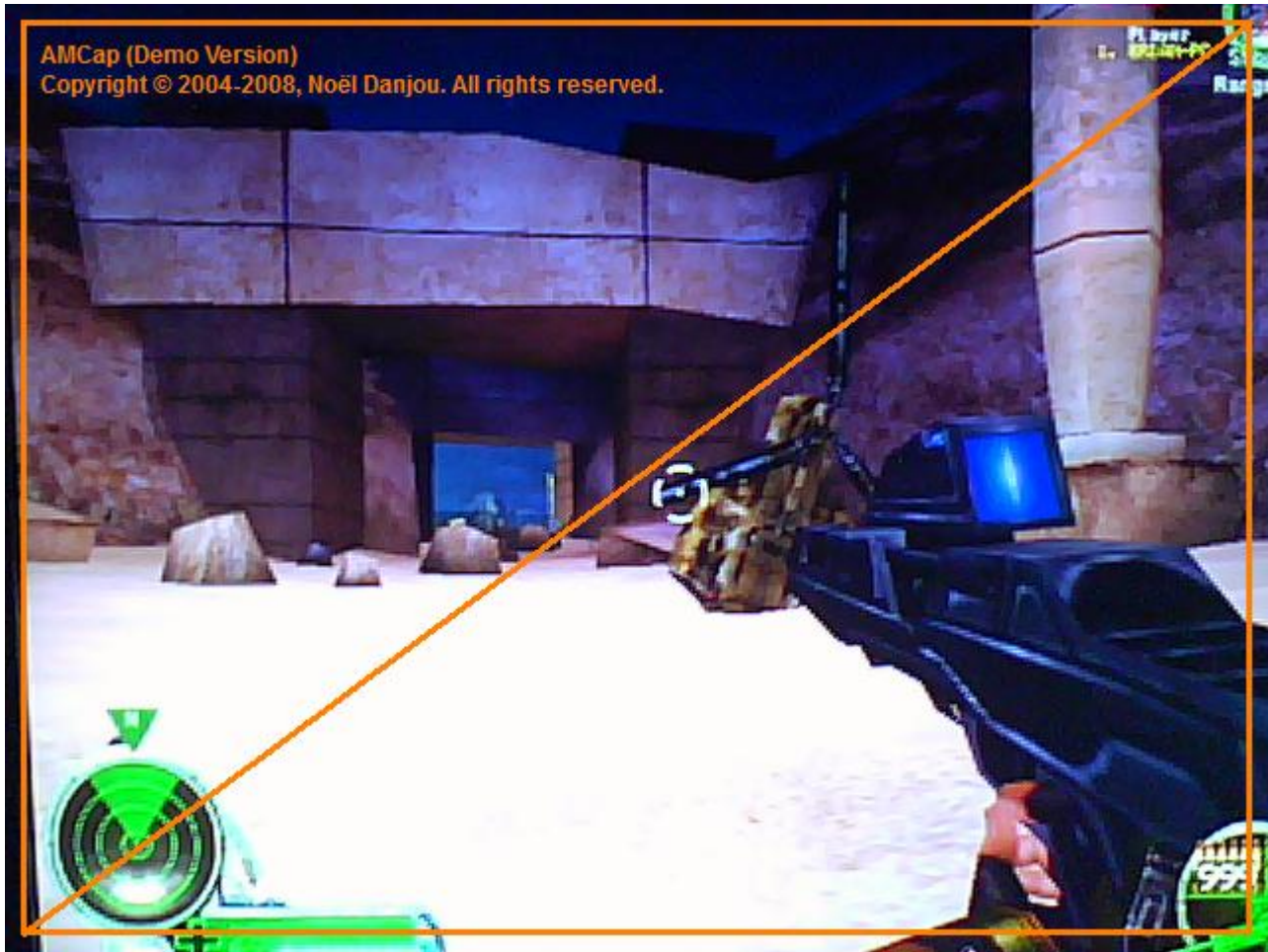
1) [20110101114240806.jpg](#), downloaded 1078 times



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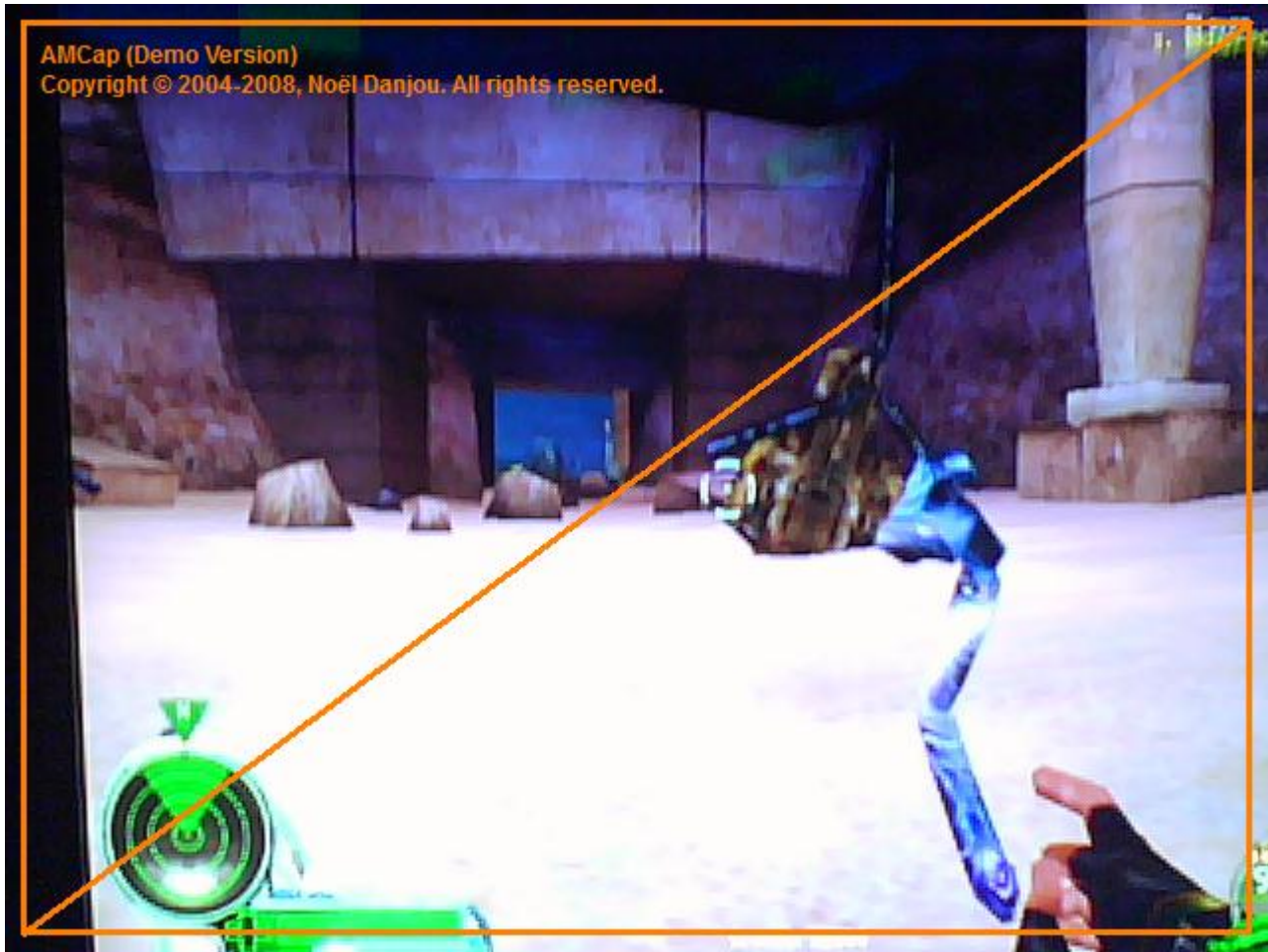
3) [20110101115420315.jpg](#), downloaded 1037 times



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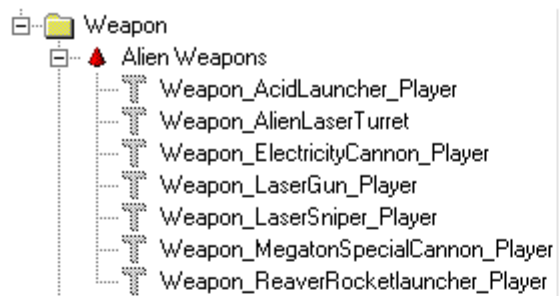


8) [20110101115441355.jpg](#), downloaded 1035 times



9) [Hand Positions.png](#), downloaded 832 times

Each weapon has its own new Ammo and explosions.



Even if I don't set the style to "handgun", he stills hold it like one....

