Subject: Behemoth II Tank
Posted by Anonymous on Sun, 06 Oct 2002 14:02:00 GMT
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Opps heres link!http://www.renegademods.info/users/Laser2150/Behemoth_II_tank.JPG

Subject: Behemoth II Tank
Posted by Anonymous on Sun, 06 Oct 2002 14:03:00 GMT
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i made the AK47, now all i need to know is how do i set up the guns properly. greg, how do i set the postion of the hands and also the reloading animation? plz help

Subject: Behemoth II Tank
Posted by Anonymous on Sun, 06 Oct 2002 14:08:00 GMT
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Take a different sho its alittle hard to tell what is what.

Subject: Behemoth II Tank
Posted by Anonymous on Sun, 06 Oct 2002 14:20:00 GMT
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quote:Originally posted by Gernader8:Take a different sho its alittle hard to tell what is what.what he said

Subject: Behemoth II Tank
Posted by Anonymous on Sun, 06 Oct 2002 15:12:00 GMT
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well i can help you. just do you have aim or icq or soemthing? but no reloading animations yet and you cant srt the hand positions.

Subject: Behemoth II Tank
Posted by Anonymous on Sun, 06 Oct 2002 15:33:00 GMT
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ok

Subject: Behemoth II Tank
Posted by Anonymous on Sun, 06 Oct 2002 15:57:00 GMT
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my icq is in my sigs. and i no how to put em ingame. i just want to know about reloading animation and the hands postion, as in where the handel of the gun is and where to grab the gun from. thats what i wanna know.

Subject: Behemoth II Tank
Posted by Anonymous on Sun, 06 Oct 2002 17:30:00 GMT
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for the hand postions u may just have to scale the gun so it fits

Subject: Behemoth II Tank
Posted by Anonymous on Sun, 06 Oct 2002 17:45:00 GMT
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umm... the hands are holding the guns like a pistol so scaling the gun is not how you do that.

Subject: Behemoth II Tank
Posted by Anonymous on Sun, 06 Oct 2002 18:19:00 GMT
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What's a Behemoth 2?

Subject: Behemoth II Tank
Posted by Anonymous on Sun, 06 Oct 2002 19:14:00 GMT
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...you cant make reloading animations. And you cant move the hands. I just rename the .w3d files to the name of the auto rifle.

Subject: Behemoth II Tank
Posted by Anonymous on Mon, 07 Oct 2002 04:21:00 GMT
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Its a vechile from Mechwarrior :Dark Age!

Subject: Behemoth II Tank
Posted by Anonymous on Mon, 07 Oct 2002 13:42:00 GMT
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Keep showing off that sig with the colors and get banned like everyone else that used them
cough rockycore *cough*

Subject: Behemoth II Tank
Posted by Anonymous on Mon, 07 Oct 2002 19:26:00 GMT
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i can have colors, it is ok! and no greg already siad it. you would have to go through major
renovations to make new hand positions. I am basically the most experienced weapon maker
puter inner of renegade.

Subject: Behemoth II Tank
Posted by Anonymous on Tue, 08 Oct 2002 00:45:00 GMT
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i doubt it. i bet there is one. greg probubly knows the answer. and replacing the guns but
renaming em is not how you really put weapons into renegade.

Subject: Behemoth II Tank
Posted by Anonymous on Tue, 08 Oct 2002 01:57:00 GMT
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Nice model and skin mate.   I've seen other AK47s that don't look as good as that!

Subject: Behemoth II Tank
Posted by Anonymous on Tue, 08 Oct 2002 05:01:00 GMT
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Nice model.

Subject: Behemoth II Tank
Posted by Anonymous on Tue, 08 Oct 2002 05:42:00 GMT
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I'm getting pretty close to getting guns to work perfect.

---

beautiful gun

Why cant you make custom animations for Renegade?   You can for most other games

quote:Originally posted by psycoarmy:I'm getting pretty close to getting guns to work perfect.what do you mean???

Well i almost got the relaod aniamtions and eveything working for new gun models.

quote:Originally posted by psycoarmy:Well i almost got the relaod aniamtions and eveything working for new gun models.awsome... does it work tho??? i tried to but no luck. and if it worked how did you do that???

me too i almost find all the stuff.... i know exactly wich file to use, wich type of w3d to export them, how the naming system work BUT remain the **** Bone name....For FULL animated gun model, need exactly: 11 files for all animations, Just the reload one, well 3-5 files.

Subject: Behemoth II Tank
Posted by Anonymous on Wed, 09 Oct 2002 15:42:00 GMT
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more info soon!

Subject: Behemoth II Tank
Posted by Anonymous on Thu, 10 Oct 2002 07:34:00 GMT
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cool