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Subject: recoil animation

Posted by [Anonymous](#) on Wed, 23 Oct 2002 18:42:00 GMT

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I want to know how do create a recoil animation on a barrel. Just a simple jolt back and then comes back forward.

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Subject: recoil animation

Posted by [Anonymous](#) on Wed, 23 Oct 2002 19:50:00 GMT

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quote:Originally posted by Gernader8:I want to know how do create a recoil animation on a barrel. Just a simple jolt back and then comes back forward.For first person or vehicles?

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Subject: recoil animation

Posted by [Anonymous](#) on Wed, 23 Oct 2002 21:18:00 GMT

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im sure he means like on a pistol. also, youd want to see empty shells fly out like the pistol.

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Subject: recoil animation

Posted by [Anonymous](#) on Thu, 24 Oct 2002 04:10:00 GMT

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well its turret like structure.

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Subject: recoil animation

Posted by [Anonymous](#) on Thu, 24 Oct 2002 06:07:00 GMT

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still would be cool to see empty shells fly out

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Subject: recoil animation

Posted by [Anonymous](#) on Thu, 24 Oct 2002 08:36:00 GMT

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link your barrel to muzzelbone and then animate the muzzel bone. and thats it... i dont know if its the same with a 1st person shooter view with a gun.

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Subject: recoil animation

Posted by [Anonymous](#) on Thu, 24 Oct 2002 13:58:00 GMT

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alright thanks.....i will be back if it does not work

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Subject: recoil animation

Posted by [Anonymous](#) on Thu, 24 Oct 2002 18:46:00 GMT

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i guess it worked since your not back yet

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Subject: recoil animation

Posted by [Anonymous](#) on Thu, 24 Oct 2002 18:48:00 GMT

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I have not had time yet. I had to make 15 frickin' origami animals today, and my figures HURT.

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Subject: recoil animation

Posted by [Anonymous](#) on Mon, 28 Oct 2002 08:09:00 GMT

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ya i would try that. but i gues ince this is old you arent coming back. but hey anyone figure out reload animations yet?

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Subject: recoil animation

Posted by [Anonymous](#) on Mon, 28 Oct 2002 08:30:00 GMT

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no. but there is a topic about weapons. its kind a complicated but there are only 2 plp who understand it. i almost do but not quite. just search back a few pages and see if you can find the topic.plp are starting to understand how to make weapons. you need 13-15 file just or one weapon. and im not kidding.

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Subject: recoil animation

Posted by [Anonymous](#) on Mon, 28 Oct 2002 10:03:00 GMT

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I know how to make weapons. I know you need 1st 3rd and back models. then there is a model for the reloading thing. but what is with the other stuff?

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Subject: recoil animation

Posted by [Anonymous](#) on Mon, 28 Oct 2002 13:10:00 GMT

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beats me... EDIT: i found the topic and posted there so you can take a look. the topic is called weapons expalined [ October 28, 2002, 13:14: Message edited by: Havoc 89 ]

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