
Subject: Reload animation and 2.Hand
Posted by [Anonymous](#) on Mon, 30 Dec 2002 08:02:00 GMT
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How can I make a reload animation, and how can I align the second hand on the wepon?

Subject: Reload animation and 2.Hand
Posted by [Anonymous](#) on Mon, 30 Dec 2002 17:59:00 GMT
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thats what i have been trying out.if you know anyhting i dont please contact me on aim.see my sig.

Subject: Reload animation and 2.Hand
Posted by [Anonymous](#) on Mon, 30 Dec 2002 21:24:00 GMT
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no one has being able to find out how to do that.

Subject: Reload animation and 2.Hand
Posted by [Anonymous](#) on Tue, 31 Dec 2002 07:53:00 GMT
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lalalalala

Subject: Reload animation and 2.Hand
Posted by [Anonymous](#) on Tue, 31 Dec 2002 09:31:00 GMT
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quote:Originally posted by psycoarmy:lalalalala Do you know?

Subject: Reload animation and 2.Hand
Posted by [Anonymous](#) on Tue, 31 Dec 2002 10:07:00 GMT
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well, the 2nd hand is most likely by making it all 1 model... dont really know though dont mod for Renegade

Subject: Reload animation and 2.Hand
Posted by [Anonymous](#) on Tue, 31 Dec 2002 11:52:00 GMT
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Then your Model ahve 3Hands

Subject: Reload animation and 2.Hand
Posted by [Anonymous](#) on Wed, 01 Jan 2003 00:18:00 GMT
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quote:Originally posted by xBlackopp:well, the 2nd hand is most likely by making it all 1 model... dont really know though dont mod for Renegadethe hadns a5re scripted in and are set as default position for al the types of guns. There are like 6 different hand positions and they modeld thee guns after thsoe hand positions. I just need to fgiure out how to make my own. The modding tools they gave us arent powerful enough though.

Subject: Reload animation and 2.Hand
Posted by [Anonymous](#) on Wed, 01 Jan 2003 12:55:00 GMT
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yes. i can replace old hands, make the old ones invisable and add new hands to the model itself 1 of many tyhings im trying [January 01, 2003, 00:56: Message edited by: psychoarmy]

Subject: Reload animation and 2.Hand
Posted by [Anonymous](#) on Wed, 01 Jan 2003 15:14:00 GMT
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Abjab made a post here some time ago how to do this...use the search tool and see if its still here.

Subject: Reload animation and 2.Hand
Posted by [Anonymous](#) on Thu, 02 Jan 2003 02:01:00 GMT
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you sure? how come ive never seen u new gun model with reload animations?

Subject: Reload animation and 2.Hand
Posted by [Anonymous](#) on Fri, 03 Jan 2003 00:01:00 GMT
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quote:Originally posted by psychoarmy:you sure? how come ive never seen u new gun model with reload animations?I'm certain. I just did a search and couldn't find it though.

Subject: Reload animation and 2.Hand
Posted by [Anonymous](#) on Fri, 03 Jan 2003 00:24:00 GMT
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quote:Originally posted by psychoarmy:you sure? how come ive never seen u new gun model with reload animations?actually no one has made reloading animation yet. but there is something that is kinda like reloading animation. ok i did this along time ago. i replaced the automatic rifle with my M4. i positioned it in a way that the cartrage came out when reloading.

Subject: Reload animation and 2.Hand
Posted by [Anonymous](#) on Fri, 03 Jan 2003 00:44:00 GMT
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quote:Originally posted by Havoc 89: quote:Originally posted by psychoarmy:you sure? how come ive never seen u new gun model with reload animations?actually no one has made reloading animation yet. but there is something that is kinda like reloading animation. ok i did this along time ago. i replaced the automatic rifle with my M4. i positioned it in a way that the cartrage came out when reloading.ive done that to. but it can neevr be done totally accurate.

Subject: Reload animation and 2.Hand
Posted by [Anonymous](#) on Fri, 03 Jan 2003 00:56:00 GMT
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quote:Originally posted by Nodbugger: quote:Originally posted by Havoc 89: quote:Originally posted by psychoarmy:you sure? how come ive never seen u new gun model with reload animations?actually no one has made reloading animation yet. but there is something that is kinda like reloading animation. ok i did this along time ago. i replaced the automatic rifle with my M4. i positioned it in a way that the cartrage came out when reloading.ive done that to. but it can neevr be done totally accurate.that depends on your model [January 02, 2003, 12:56: Message edited by: Havoc 89]

Subject: Reload animation and 2.Hand
Posted by [Anonymous](#) on Fri, 03 Jan 2003 15:11:00 GMT
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Just replace the rifle (w_rifl, for 3rd p. and f_gm_rifl, for 1st person)Then open the f_gm_snipsnip in gmax and delete the rifle (not the magazine) import your magazine an attach the f_cm_snip to it, so that they both have the same animation. than delete the polys of the magazine that you magazine into you 1st person model too.

Subject: Reload animation and 2.Hand

Posted by [Anonymous](#) on Fri, 03 Jan 2003 16:08:00 GMT

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quote:Originally posted by Sparxxx:Just replace the rifle (w_rifl, for 3rd p. and f_gm_rifl, for 1st person)Than open the f_gm_snipsnip in gmax and delete the rifle (not the magazine) import your magazine an attach the f_cm_snip to it, so that they both have the same animation. than delete

f_cm_rifl. note that you musst import this magazine into you 1st person model too.ya and we have done that. but we cant get it to look good or be accurate....
