
Subject: Reload Animations, Working fully and properly!
Posted by [Anonymous](#) on Wed, 08 Jan 2003 02:08:00 GMT
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This is all i will show you for now, next i will do hand positions and im pretty sure i understand the m too now.http://www.boomspeed.com/psycoarmy69/Reload_Animations.JPGCant see much, from what u see there is the reload animation see a little bit of the clip on bottom of screen during animation.

Subject: Reload Animations, Working fully and properly!
Posted by [Anonymous](#) on Wed, 08 Jan 2003 04:12:00 GMT
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and how have you did it ?

Subject: Reload Animations, Working fully and properly!
Posted by [Anonymous](#) on Wed, 08 Jan 2003 04:33:00 GMT
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Well I wont let the cat out the bag yet. But ive done it and thats all that matters at the moment.

Subject: Reload Animations, Working fully and properly!
Posted by [Anonymous](#) on Wed, 08 Jan 2003 08:51:00 GMT
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i can see the clip on the bottem...i need a better picture inorder to make sure that there is a reloading animation... not tring to dissagree with you its just that you cant really tell...but if so than that kool

Subject: Reload Animations, Working fully and properly!
Posted by [Anonymous](#) on Wed, 08 Jan 2003 13:41:00 GMT
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ya ive gotten to were he goes for the mag mag disapears mag is on hand hand coems back up and mags in right position but it isnt exact he puts it in weird places

Subject: Reload Animations, Working fully and properly!
Posted by [Anonymous](#) on Thu, 09 Jan 2003 01:52:00 GMT
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make a new scene with just the clip in center of it, export it as F_cm_XXX.

Subject: Reload Animations, Working fully and properly!
Posted by [Anonymous](#) on Thu, 09 Jan 2003 03:33:00 GMT
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Yeah, I'm sure that makes it work properly... There's more to it than that, stickboy.

Subject: Reload Animations, Working fully and properly!
Posted by [Anonymous](#) on Thu, 09 Jan 2003 04:13:00 GMT
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Yeah I know, i was just helping with the part where it disappears for him. Don't talk unless you know what you're talking about, crap map maker! I also know how to do new hand positions, reload animations, fire... etc. [January 09, 2003, 04:18: Message edited by: psychoarmy]

Subject: Reload Animations, Working fully and properly!
Posted by [Anonymous](#) on Thu, 09 Jan 2003 05:00:00 GMT
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quote:Originally posted by psychoarmy: Yeah I know, i was just helping with the part where it disappears for him. Don't talk unless you know what you're talking about, crap map maker! I also know how to do new hand positions, reload animations, fire... etc. but they aren't very good I bet. Because to get new hand animations it's all coded in and stuff. You would need some serious work to add new weapon selections and hand positions into the system. Ever notice when every gun in Renegade is modeled to a certain hand position and there are like 5 guns per position. And it definitely isn't that simple. I have all of the files but I can't make my own reload animations etc. When he puts the magazine in there, he pushes the push rod on an M16, cocks an AK-47 etc.

Subject: Reload Animations, Working fully and properly!
Posted by [Anonymous](#) on Thu, 09 Jan 2003 05:05:00 GMT
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No, I have the first hand models and all the bones that came with it. And yes, it does require a lot of work. Did I ever say it was simple? [January 09, 2003, 05:07: Message edited by: psychoarmy]

Subject: Reload Animations, Working fully and properly!
Posted by [Anonymous](#) on Thu, 09 Jan 2003 05:10:00 GMT
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Ok i will give you a basic model that does the reload nothing special, just the clip coming out and being put back in, would that prove ive done asic reload animation? I ca do more but i dont wanna release yet.

Subject: Reload Aniamtions, Working fully and properly!
Posted by [Anonymous](#) on Thu, 09 Jan 2003 07:57:00 GMT
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quote:Originally posted by psychoarmy:Ok i will give you a basic model that does the reload nothing special, just the clip coming out and being put back in, would that prove ive done asic reload animation? I ca do more but i dont wanna release yet.Just get them the goods and stop stalling. You're not proving anything.

Subject: Reload Aniamtions, Working fully and properly!
Posted by [Anonymous](#) on Thu, 09 Jan 2003 08:12:00 GMT
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Sorry Ack, because I am leaving the forum now I will not be able to giv acess to and information or anything else.

Subject: Reload Aniamtions, Working fully and properly!
Posted by [Anonymous](#) on Thu, 09 Jan 2003 08:13:00 GMT
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quote:Originally posted by psychoarmy:Sorry Ack, because I am leaving the forum now I will not be able to giv acess to and information or anything else.Such a convenient excuse.

Subject: Reload Aniamtions, Working fully and properly!
Posted by [Anonymous](#) on Thu, 09 Jan 2003 08:18:00 GMT
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atleast make a tut or something... come on Psychoarmy

Subject: Reload Aniamtions, Working fully and properly!
Posted by [Anonymous](#) on Thu, 09 Jan 2003 08:59:00 GMT
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Ok, i understnd Ack really really wants me to stay in forum, how nice of u ack for that nice apology. I will now probably release hand models tommrow with bones.

Subject: Reload Aniamtions, Working fully and properly!
Posted by [Anonymous](#) on Thu, 09 Jan 2003 10:30:00 GMT
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now Ack im sure you can wait one more day to say he sucks and all so just do it and well see if he was right with his reloading animation.after that you can go back to getting him to leave the forums.

Subject: Reload Aniamtions, Working fully and properly!
Posted by [Anonymous](#) on Thu, 09 Jan 2003 13:01:00 GMT
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alright...

Subject: Reload Aniamtions, Working fully and properly!
Posted by [Anonymous](#) on Thu, 09 Jan 2003 18:34:00 GMT
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quote:Originally posted by Psychoarmy:Dont tlak unless u know what ur talking about, crap map maker!Remember, it's talk, no tlak.And about the map comment- n00b

Subject: Reload Aniamtions, Working fully and properly!
Posted by [Anonymous](#) on Thu, 09 Jan 2003 18:47:00 GMT
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I have been talking to PsychoArmy and he actually sent me the *.gmax file of the first person hands, complete with bones. He said to me he is going to release it.

Subject: Reload Aniamtions, Working fully and properly!
Posted by [Anonymous](#) on Thu, 09 Jan 2003 19:00:00 GMT
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i see... i was talking to him aswell today... but i had to goto school so we didnt get to finish up your chat.

Subject: Reload Aniamtions, Working fully and properly!
Posted by [Anonymous](#) on Fri, 10 Jan 2003 03:17:00 GMT
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Ok, It looks like im aparently releasing them tommorow. Its not tommorow yet so ill wait. Na ill release them in a minute. Juust gotta sort out bugs in my file. [January 10, 2003, 03:24:

Message edited by: psychoarmy]

Subject: Reload Aniamtions, Working fully and properly!
Posted by [Anonymous](#) on Fri, 10 Jan 2003 22:09:00 GMT
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Hey, not to get off the subject but when do you think you going to complete stick-death extreme, I was looking forward to that mod
