
Subject: F_HM_XXX, First View Hand/Arm Models for download!

Posted by [Anonymous](#) on Fri, 10 Jan 2003 06:37:00 GMT

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Originally converted by dante for me to replace hand Model. This includes all bones u will need for hand models in first view and the model itself. Download it from New Dawn Mod Team Website.. Will be up in a few seconds. [January 10, 2003, 06:37: Message edited by: psycoarmy]

Subject: F_HM_XXX, First View Hand/Arm Models for download!

Posted by [Anonymous](#) on Fri, 10 Jan 2003 07:34:00 GMT

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that site was cool until i got to the main page. dont use the same image over and over and over. And I dont like to have to go to a "Enter" page unless it states something.

Subject: F_HM_XXX, First View Hand/Arm Models for download!

Posted by [Anonymous](#) on Fri, 10 Jan 2003 08:25:00 GMT

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Uh, Screen Section doesnt show all screens, will be fixed soon, changed banner. [January 10, 2003, 08:46: Message edited by: psycoarmy]

Subject: F_HM_XXX, First View Hand/Arm Models for download!

Posted by [Anonymous](#) on Fri, 10 Jan 2003 08:37:00 GMT

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nice but... do anyone remeber who found all the file name in the past? just want to know if peoples remeber

Subject: F_HM_XXX, First View Hand/Arm Models for download!

Posted by [Anonymous](#) on Fri, 10 Jan 2003 08:48:00 GMT

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I dunno who found file name in past, but Jonwil showed what all the bone names were a few days ago.

Subject: F_HM_XXX, First View Hand/Arm Models for download!

Posted by [Anonymous](#) on Fri, 10 Jan 2003 20:23:00 GMT

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now let me see this. what do i put in the xxx? Ive been palying around with names but nothing shows up.

Subject: F_HM_XXX, First View Hand/Arm Models for download!
Posted by [Anonymous](#) on Fri, 10 Jan 2003 21:16:00 GMT
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ill do sounds for dawn

Subject: F_HM_XXX, First View Hand/Arm Models for download!
Posted by [Anonymous](#) on Sun, 12 Jan 2003 03:26:00 GMT
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Ha, You People have no idea what to do with it eh?

Subject: F_HM_XXX, First View Hand/Arm Models for download!
Posted by [Anonymous](#) on Sun, 12 Jan 2003 06:25:00 GMT
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quote:Originally posted by psychoarmy:Ha, You People have no idea what to do with it eh?I will be the first to admit I don't have a clue...probably because I have never tried. Can you make custom reload animations as complex as say, reloading the Raveshaw railgun? If so, then whoot!

Subject: F_HM_XXX, First View Hand/Arm Models for download!
Posted by [Anonymous](#) on Sun, 12 Jan 2003 07:49:00 GMT
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i will be the second one to admit what to do

Subject: F_HM_XXX, First View Hand/Arm Models for download!
Posted by [Anonymous](#) on Sun, 12 Jan 2003 16:23:00 GMT
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Subject: F_HM_XXX, First View Hand/Arm Models for download!
Posted by [Anonymous](#) on Sun, 12 Jan 2003 16:33:00 GMT
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i was first. i made it so the hands willsit there with the gun. but the original hands are stil lthere. I have no clue what to put in the xxx. if you could have given us the original names...

Subject: F_HM_XXX, First View Hand/Arm Models for download!

Posted by [Anonymous](#) on Mon, 13 Jan 2003 01:43:00 GMT

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Uhm, Lets say if it was for THe auto rifle, you would name it f_ha_rifl_idle.w3d. For all the names of everything just look through your always.dat. Export it as animtion only, eport just the bones. [January 13, 2003, 03:41: Message edited by: psychoarmy]

Subject: F_HM_XXX, First View Hand/Arm Models for download!

Posted by [Anonymous](#) on Mon, 13 Jan 2003 03:45:00 GMT

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Ok, if u want to replace first view hand models, You have to link all the finger joints and everything. It is fairly complex.

Subject: F_HM_XXX, First View Hand/Arm Models for download!

Posted by [Anonymous](#) on Mon, 13 Jan 2003 05:24:00 GMT

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quote:Originally posted by psychoarmy:Ok, if u want to replace first view hand models, You have to link all the finger joints and everything. It is fairly complex.Going to make a tutorial? Also you never said if it was possible to make complex reload animations such as reloading Raveshaws railgun.

Subject: F_HM_XXX, First View Hand/Arm Models for download!

Posted by [Anonymous](#) on Mon, 13 Jan 2003 05:28:00 GMT

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If you have the names of the bones, then it's entirely possible to make whatever animations you like, as long as they use the same bone names.

Subject: F_HM_XXX, First View Hand/Arm Models for download!

Posted by [Anonymous](#) on Mon, 13 Jan 2003 07:05:00 GMT

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Yes u can make reload animtions like railgun. Yeah u can make any animation for first view, just lots of bones to move and stuff and I cant anaimte things properly.

Subject: F_HM_XXX, First View Hand/Arm Models for download!

Posted by [Anonymous](#) on Mon, 13 Jan 2003 07:12:00 GMT

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The way I assume it works with w3d is that it contains data about the mesh (polygon co-ordinates, texture mapping) and the bones (orientation, attached polygons). Animations are then stored as sequences of bone movements. The engine takes that information and moves the corresponding polygons in realtime. So basically, as long as your bone names match, and the animation names match, you can do whatever animations you like. The only limitation that I can see is that the number of frames per animation may be hardcoded into the engine, so if you make a lengthy animation to replace a short one, it would play too quickly. (Note - not having examined the w3d format, this information is applicable to all engines using skeletal animation)

Subject: F_HM_XXX, First View Hand/Arm Models for download!

Posted by [Anonymous](#) on Mon, 13 Jan 2003 13:32:00 GMT

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so hey psychoarmy. do we have to do this... xref the gun model in than rotate and set the hands position and then we just delete the gun?

Subject: F_HM_XXX, First View Hand/Arm Models for download!

Posted by [Anonymous](#) on Tue, 14 Jan 2003 01:15:00 GMT

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Hum, No you dont line it up with gun, u might wanna do that to actually get hands in position then move bones into right position. Im not good with words so... Uhm... You line it up with the 0, 0 cordinates, im pretty sure.

Subject: F_HM_XXX, First View Hand/Arm Models for download!

Posted by [Anonymous](#) on Tue, 14 Jan 2003 13:07:00 GMT

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umm... im kinda lost... and i hate getting lost.

Subject: F_HM_XXX, First View Hand/Arm Models for download!

Posted by [Anonymous](#) on Wed, 15 Jan 2003 01:57:00 GMT

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Sorry, likei said im not good with words, also i havent even had that much time to play around with this.

Subject: F_HM_XXX, First View Hand/Arm Models for download!
Posted by [Anonymous](#) on Wed, 15 Jan 2003 09:00:00 GMT
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oh...i have no clue to how to set this up. anyone else figered it out yet?

Subject: F_HM_XXX, First View Hand/Arm Models for download!
Posted by [Anonymous](#) on Thu, 16 Jan 2003 01:14:00 GMT
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just means u have to say change the reload time depending on how long the animtion goes for.

Subject: F_HM_XXX, First View Hand/Arm Models for download!
Posted by [Anonymous](#) on Thu, 16 Jan 2003 01:19:00 GMT
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And everybody, just open always.dat. Under F_... in w3d files is the list of every file name you will need.

Subject: F_HM_XXX, First View Hand/Arm Models for download!
Posted by [Anonymous](#) on Thu, 16 Jan 2003 12:35:00 GMT
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Well if u just wanna replace hand models all together. F_HM_NOD/GDI/HAVOC, 3 first view models in renegade. Once you have all fngers and everything linked up export as 1 of those names. Export with existing skeleton... F_Skeleton.

Subject: F_HM_XXX, First View Hand/Arm Models for download!
Posted by [Anonymous](#) on Thu, 16 Jan 2003 12:50:00 GMT
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quote:Originally posted by PiMuRho:The only limitation that I can see is that the number of frames per animation may be hardcoded into the engine, so if you make a lengthy animation to replace a short one, it would play too quickly.The framerate for an animation is stored in the W3D file, so changing the total number of frames shouldn't cause a problem with playback speed. [January 16, 2003, 00:52: Message edited by: Seagle]

Subject: F_HM_XXX, First View Hand/Arm Models for download!
Posted by [Anonymous](#) on Thu, 16 Jan 2003 19:31:00 GMT
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quote:Originally posted by psycoarmy:Well if u just wanna replace hand models all together. F_HM_NOD/GDI/HAVOC, 3 first view models in renegade. Once you have all fngers and everything linked up export as 1 of those names. Export with existing skeleton... F_Skeleton.yes i no... i have done that before. but still im not quite sure how to setup new reloading animation and hand positioning.
