
Subject: Shotgun animation "runs away"

Posted by [Nassepossu](#) on Wed, 20 Sep 2006 12:46:18 GMT

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So yes. I have problem when I'm trying to make shotgun reload animation slower. When I'm ready with the animation i normally export to W3D with options pure animation and use skeleton from other file (XXX(what is was?)_skeleton). Then i put it to renegade data folder and try it and when i try to reload the shotgun it looks like this: <http://koti.mbnet.fi/topikuu/kuva.bmp>

Subject: Re: Shotgun animation "runs away"

Posted by [FynexFox](#) on Wed, 20 Sep 2006 23:56:55 GMT

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You probabbly moved the gun bone, assuming you were fiddling with the hands. Please explain, did you mean relaod where the renegade char laods new round in, or when thew gun kicks back and pumps the gun(in this case the fire animation). My answer still stands, you probabbly moved the gun bone over a bit by accident.

its f_skeleton btw.

Subject: Re: Shotgun animation "runs away"

Posted by [Nassepossu](#) on Thu, 21 Sep 2006 05:21:48 GMT

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I mean reload when it puts new rounds in. I also tried to only import and export the file without doing anything to it. Still same happened.

Subject: Re: Shotgun animation "runs away"

Posted by [Tankkiller](#) on Sat, 23 Sep 2006 19:34:27 GMT

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Ok the relod animation shot_Ha_relod has the hand animation moving to the left. to fix it next time dont move the right hand when the "animate" button is lit

Subject: Re: Shotgun animation "runs away"

Posted by [FynexFox](#) on Sat, 23 Sep 2006 20:24:03 GMT

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its f_ha_shot_relod but whtever, thats what I said, u proolly tampered with the gun bone or something.

Subject: Re: Shotgun animation "runs away"
Posted by [thrash300](#) on Sun, 24 Sep 2006 23:55:46 GMT
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LOL, it looks like Arnold Shwarchinager holding the Shotgun saying: "Coommoonnnnnnnn
Mannnnn Brrriinnggg itttt ooooooon", you know him using only one hand for the shotgun.
