
Subject: First Person Secondary Fire Animation
Posted by [Jerad2142](#) on Wed, 07 Feb 2007 00:52:17 GMT
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A while ago I think I saw a weapon that had a different first person fire animation than its primary fire animation. Does anyone know how to name the animations to do this (ex primary fire animation is f_ha_weaponname_fire, but what is the secondary fire)?

Subject: Re: First Person Secondary Fire Animation
Posted by [Canadacdn](#) on Wed, 07 Feb 2007 00:57:36 GMT
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f_ha_(Weaponname)_efire?

Subject: Re: First Person Secondary Fire Animation
Posted by [Jerad2142](#) on Wed, 07 Feb 2007 01:03:25 GMT
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Canadacdn wrote on Tue, 06 February 2007 17:57f_ha_(Weaponname)_efire?
I think thats it, I guess there is only one way to find out.

Subject: Re: First Person Secondary Fire Animation
Posted by [Slave](#) on Wed, 07 Feb 2007 17:39:51 GMT
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How would one get those to work?

For example, i checked out the efire file of the chaingun. In this animation the player jams the weapon with his hand, to fire one well aimed shot (or for whatever reason he jams the rotation).

Can one gun contain 2 firing animations, and if so, how to set this up in leveledit?

Subject: Re: First Person Secondary Fire Animation
Posted by [Slave](#) on Wed, 07 Feb 2007 19:27:49 GMT
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oh wait, i misread, i thought you've seen it in a mod. So i assumed someone would know. But in reality you just saw the file. the question still stands though, but i have never seen them being used before, so i guess knowledge about them is rare.

EDIT: I tried to rename them to the primary fire animations using jw's w3dren.exe. This doesnt work the animation gets screwed up.
