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Subject: laeubi.de - updated (+Handpos tutorial)  
Posted by [Anonymous](#) on Mon, 17 Feb 2003 09:51:00 GMT  
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www.laeubi.de The new page is now online and I hope fully operable. All files are now on a fast server with no traffic limit. The board is now on a faster and better server, so I hope that some problems are solved, that appears in the past. I have also uploaded the latest version of the Snipermod (V 2.1) with some corrections. I have also finished the Handposition tutorial which you can find in the tutorial section. (Problems etc, plz post in my board) Every comment to the new site

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Subject: laeubi.de - updated (+Handpos tutorial)  
Posted by [Anonymous](#) on Mon, 17 Feb 2003 09:54:00 GMT  
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Thanks Laeubi!

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Subject: laeubi.de - updated (+Handpos tutorial)  
Posted by [Anonymous](#) on Mon, 17 Feb 2003 13:27:00 GMT  
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thx

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Subject: laeubi.de - updated (+Handpos tutorial)  
Posted by [Anonymous](#) on Mon, 17 Feb 2003 18:49:00 GMT  
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ok i am kinda confused in the tut... where do i get the f\_skeleton.w3d file from? and i dont have the Gmax\_hands.gmax file. i have the one psychoarmy released called "f\_ha\_xxxx\_idle.gmax"

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Subject: laeubi.de - updated (+Handpos tutorial)  
Posted by [Anonymous](#) on Mon, 17 Feb 2003 19:12:00 GMT  
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ok i exported f\_skeleton from xcc mixer but when i export the hand position gmax file it says it cannot export. something with the left hand. and i didnt do anything to it Laubi... can you send me your Gmax\_Hands.gmax file plz? [ February 17, 2003, 19:48: Message edited by: Havoc 89 ]

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Subject: laeubi.de - updated (+Handpos tutorial)  
Posted by [Anonymous](#) on Mon, 17 Feb 2003 23:11:00 GMT  
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quote: 1. To follow these Tutorial you must have these files and the 1st Person view of your wepon. Put all these files into a folder (e.g. mywep)All needed files are included in the zip.

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Subject: laeubi.de - updated (+Handpos tutorial)  
Posted by [Anonymous](#) on Mon, 17 Feb 2003 23:18:00 GMT  
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quote:Originally posted by Havoc 89:[QB]when i export the hand position gmax file it says it cannont export. something with the left hand. [QB]You must hide your Weponsmesh before exporting the handaniamtion, because your wepon is not a part that the f\_skeleton expected. As I said its not very easy and it is hard for me to explain such acomplex thing in english.

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Subject: laeubi.de - updated (+Handpos tutorial)  
Posted by [Anonymous](#) on Tue, 18 Feb 2003 00:38:00 GMT  
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Very nice work

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Subject: laeubi.de - updated (+Handpos tutorial)  
Posted by [Anonymous](#) on Tue, 18 Feb 2003 10:35:00 GMT  
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Is your problem solved?

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Subject: laeubi.de - updated (+Handpos tutorial)  
Posted by [Anonymous](#) on Tue, 18 Feb 2003 15:54:00 GMT  
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the 1st Person view of your wepon. Put all these files into a folder (e.g. mywep)All needed files are included in the zip. ohh... woops... i didnt see that. well i have to do it again then ill tell you the results

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Subject: laeubi.de - updated (+Handpos tutorial)  
Posted by [Anonymous](#) on Wed, 19 Feb 2003 14:43:00 GMT  
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well it works like 40\% i can see the left arm only and the gun should show up but it doesnt and the reload animation wont work. i only see the left hand.

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