
Subject: Railgun Shell

Posted by [Gen_Blacky](#) on Tue, 22 Apr 2008 02:31:53 GMT

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Does anyone know what railgun shell is linked to. Im restoring first person models to there gmax state with working animations I got everything to work besides the shell. The shell doesn't disappear when hatch opens just stays there.

Subject: Re: Railgun Shell

Posted by [R315r4z0r](#) on Tue, 22 Apr 2008 05:14:13 GMT

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The Railgun doesn't use a "shell" model. It uses a laser effect which is made in Level edit.

Subject: Re: Railgun Shell

Posted by [GEORGE ZIMMER](#) on Tue, 22 Apr 2008 05:24:19 GMT

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I think he's talking about the shell the player puts into the railgun after firing it in first person...

Subject: Re: Railgun Shell

Posted by [Gen_Blacky](#) on Tue, 22 Apr 2008 05:25:22 GMT

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Cabal8616 wrote on Tue, 22 April 2008 00:24I think he's talking about the shell the player puts into the railgun after firing it in first person...

exactly

Subject: Re: Railgun Shell

Posted by [R315r4z0r](#) on Tue, 22 Apr 2008 06:12:23 GMT

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I think that is part of the animation.

Subject: Re: Railgun Shell

Posted by [Gen_Blacky](#) on Tue, 22 Apr 2008 06:39:30 GMT

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R315r4z0r wrote on Tue, 22 April 2008 01:12l think that is part of the animation.

i know but usually i have to relink things to get animations to work or mess with the bones.

Subject: Re: Railgun Shell

Posted by [The Executor](#) on Tue, 22 Apr 2008 16:08:09 GMT

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What does it matter blacky? Do you even look at the shell when you play, or do you even use 1st person? I think most people use 3rd person by default, there is alot more FOV.

Subject: Re: Railgun Shell

Posted by [Gen_Blacky](#) on Tue, 22 Apr 2008 17:11:15 GMT

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well i don't want to have a model where animations don't work ...

Subject: Re: Railgun Shell

Posted by [Gen_Blacky](#) on Wed, 23 Apr 2008 06:33:51 GMT

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does wdumb show you what is linked to what ?

Subject: Re: Railgun Shell

Posted by [The Executor](#) on Wed, 23 Apr 2008 16:15:28 GMT

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You mean the dummy bone?
