Subject: Bone Gun Animations
Posted by Gen_Blacky on Fri, 25 Apr 2008 06:59:32 GMT
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how to do you bone gun animations to the gun , when i export as animation always says missing bone ?

Subject: Re: Bone Gun Animations
Posted by Scrin on Fri, 25 Apr 2008 14:37:17 GMT
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Gen_Blacky wrote on Fri, 25 April 2008 01:59how to do you bone gun animations to the gun , when i export as animation always says missing bone ?

newermind

Subject: Re: Bone Gun Animations
Posted by Jerad2142 on Mon, 28 Apr 2008 23:14:36 GMT
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Gen_Blacky wrote on Fri, 25 April 2008 00:59how to do you bone gun animations to the gun , when i export as animation always says missing bone ?

When exporting bones make sure not to have parts of the sniper rifle in with the hand models, as that will cause that error.
If you want the rifle itself to animate, you have to give it a separate ga (not ha) animation which is linked to the gun itself.

Subject: Re: Bone Gun Animations
Posted by Gen_Blacky on Tue, 29 Apr 2008 01:52:42 GMT
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i didnt import any of the gun with the hand animations ?

Subject: Re: Bone Gun Animations
Posted by Jerad2142 on Tue, 29 Apr 2008 13:29:27 GMT
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Give us a pic of what your actually working on.