
Subject: Weapon Animations

Posted by [Di3HardNL](#) on Sun, 15 Mar 2009 14:17:56 GMT

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Hey, I made a new weapon for Renegade. I got the handpositions for first persons right now. I saved it as f_gm_guit.w3d. Works fine.

Then I want to add a fire animation which I export as f_ha_guit_fire.w3d. But nothing happend, I also tried f_ga_guit_fire.w3d.

No results.

Do I have to add the animations in LE or something? I really don't know how to activate.

Here is a screenshot.

Subject: Re: Weapon Animations

Posted by [Di3HardNL](#) on Sun, 15 Mar 2009 15:06:09 GMT

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I have another problem, in 3rd mode I have edited the preset for the railgun. But kept the 3rdperson model as its original name. Only replaced its model, so I don't understand why this occurs.

Subject: Re: Weapon Animations

Posted by [LiL KiLLa](#) on Sun, 15 Mar 2009 20:07:48 GMT

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Hmm I hope Urimas will help you ...

Subject: Re: Weapon Animations

Posted by [Di3HardNL](#) on Sun, 15 Mar 2009 20:25:22 GMT

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If he still lives

Subject: Re: Weapon Animations
Posted by [ErroR](#) on Sun, 15 Mar 2009 20:37:50 GMT
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he maybe be just away
