Subject: Rigging Issues

Posted by Dreganius on Tue, 08 Sep 2009 07:57:21 GMT

View Forum Message <> Reply to Message

I've got a rifle here, waiting to be rigged, and I've textured it and frankly want to see it in Renegade. Who can help me? I don't know where to start in creating it, but at the moment I don't have heaps of time to learn as I'm busy with school.

If someone would be able to help me, it'd be appreciated and they'd get credit

Here's a picture taken straight from 3DS Max's Viewport:

Thanks for anyone who volunteers

EDIT: Forgot the picture

File Attachments

1) Rifle.jpg, downloaded 513 times



Subject: Re: Rigging Issues

Posted by Kimb on Tue, 08 Sep 2009 08:42:40 GMT

View Forum Message <> Reply to Message

i cant really help you, but just some feedback, it looks good

Subject: Re: Rigging Issues

Posted by ErroR on Tue, 08 Sep 2009 10:17:05 GMT

View Forum Message <> Reply to Message

If you'd like to rig it you have to:

- -Import the model you want to replace
- -Align your model to the one you want to replace (if the size varries, then try aligning handle to handle).
- -After done aligning delete the old model.
- -Move the eject bone (green thing) to the place where you want shells to come out (usually it's set up for the bullets to come out at an angle).
- -Move the MuzzleA0 bone to where you want the bullets to come out.
- -Select the green things (both) and go to: the hammer tab > W3D settings > and untick []Export geometry.

If you want a muzzleflash then, make a copy of muzzlea0 and rename it to mz_weapon1/3 (1 is first person muzzle flash, 3 is third person muzzle flash) make it a little smaller and align it to the center using the Align Tool .

- -Next select the muzzle flash bone, and press Link now click on the MuzzleA0 bone and then chose any tool (rotate, move etc.) for it to link.
- -Now export it as a Hierarchical model.

f_gm_weapon - first person

w_weapon - third person

p_weapon - powerup (requires animating)

w_weapon_b - back model

replace weapon with the name of the weapon.

rifl - autorifle

snip - sniperrifle

rprg - repair gun

rock - rocketl

chng - chaingun

pist - pistol

Isrr - laser rifle

Isrg - laser chain

tibf - flechette

tibb - sydney tib rifle

flmt - flame thrower

shot - shotgun

ionc - pic

ionb - ion beacon

nuke - nuke beacon

rail - rail gun

volt - volt auto rifle

I think that's all , now about the reload animation, i can't help.

File Attachments

1) Align.PNG, downloaded 388 times



2) Link.PNG, downloaded 376 times

