
Subject: "---" weapon holding style

Posted by [GEORGE ZIMMER](#) on Fri, 28 May 2010 01:03:28 GMT

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I'm sure this isn't a high priority thing, but it's awfully annoying to me (and many other modders who have tried melee weapons).

Firstly, the weapon hold style itself has an annoying idle animation- rather than just keeping the character's hands to the side, the idle animation makes you hold your hands in a way that it's as if you're holding a rifle. It shouldn't do that.

Secondly, AI cannot aim with the "---" type of weapon. They always fire downward or even a little bit behind them. This is VERY annoying for anyone who wants to make AI that uses melee.

It'd be VERY appreciated if this could be fixed.

Subject: Re: "---" weapon holding style

Posted by [TruYuri](#) on Fri, 28 May 2010 01:39:51 GMT

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GEORGE ZIMMER wrote on Thu, 27 May 2010 20:03

Firstly, the weapon hold style itself has an annoying idle animation- rather than just keeping the character's hands to the side, the idle animation makes you hold your hands in a way that it's as if you're holding a rifle. It shouldn't do that.

I actually brought this up a long time ago in testing 4.0 and it was deemed unfixable. Been on our "Not Going to be Fixed" list for just as long.

Subject: Re: "penis" weapon holding style

Posted by [Zion](#) on Fri, 28 May 2010 05:48:31 GMT

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Is this a fill in the blanks?

GEORGE ZIMMER wrote on Fri, 28 May 2010 02:03 I'm sure this isn't a high priority thing, but it's awfully annoying to me (and many other modders who have tried melee weapons).

Firstly, the weapon hold style itself has an annoying idle animation- rather than just keeping the character's hands to the side, the idle animation makes you hold your hands in a way that it's as if you're holding a rifle. It shouldn't do that.

Secondly, AI cannot aim with the "penis" type of weapon. They always fire downward or even a little bit behind them. This is VERY annoying for anyone who wants to make AI that uses melee.

It'd be VERY appreciated if this could be fixed.

Subject: Re: "---" weapon holding style
Posted by [saberhawk](#) on Fri, 28 May 2010 07:24:37 GMT
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WEAPON_HOLD_STYLE_NOT_USED is named such and shown to the user as "---" because there is absolutely no code for this style. As such, the fact that it doesn't work shouldn't surprise you. It may have existed and been used at some time however which is why it wasn't just completely removed.

Subject: Re: "---" weapon holding style
Posted by [GEORGE ZIMMER](#) on Fri, 28 May 2010 10:51:22 GMT
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Saberhawk wrote on Fri, 28 May 2010 02:24 WEAPON_HOLD_STYLE_NOT_USED is named such and shown to the user as "---" because there is absolutely no code for this style. As such, the fact that it doesn't work shouldn't surprise you. It may have existed and been used at some time however which is why it wasn't just completely removed.
Hm, I see.

Is there any chance, then, to make a completely new weapon holding style that functions in the way that it should? Except with a fixed idle animation, and fixed for the AI?

Subject: Re: "---" weapon holding style
Posted by [saberhawk](#) on Sat, 29 May 2010 19:45:12 GMT
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GEORGE ZIMMER wrote on Fri, 28 May 2010 06:51 Saberhawk wrote on Fri, 28 May 2010 02:24 WEAPON_HOLD_STYLE_NOT_USED is named such and shown to the user as "---" because there is absolutely no code for this style. As such, the fact that it doesn't work shouldn't surprise you. It may have existed and been used at some time however which is why it wasn't just completely removed.
Hm, I see.

Is there any chance, then, to make a completely new weapon holding style that functions in the way that it should? Except with a fixed idle animation, and fixed for the AI?

The AI likely can't aim with "---" because it doesn't have aiming animations. The only weapon styles that have aiming animations are "Shoulder", "Hip", "Launcher", and "Handgun". "C4", "---", "Beacon", "Empty Hands", and "Hands Down" all share the "S_A_HUMAN.H_A_A0_" animation set

Subject: Re: "---" weapon holding style
Posted by [Jerad2142](#) on Sun, 30 May 2010 21:12:38 GMT
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Launcher being the one thats really broken, as it enjoys putting you in the T pos whenever your not in a combat stance.

Subject: Re: "---" weapon holding style

Posted by [saberhawk](#) on Sun, 30 May 2010 22:58:12 GMT

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Jerad Gray wrote on Sun, 30 May 2010 17:12 Launcher being the one thats really broken, as it enjoys putting you in the T pos whenever your not in a combat stance.

Probably only because the entire S_A_HUMAN.H_A_E* animation set is missing in stock Renegade. Make it exist and stuff will magically start working
