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Subject: First person Weapon Positions

Posted by [sauron--the--king](#) on Sat, 01 Jan 2011 11:05:02 GMT

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Hello,

I've downloaded some new weapons from different forums.

I've placed them ingame as new weapons, but I have a problem.

The weapons look really good, but when you go to first person view, the guy will allways hold it like a handgun...

I've made some pictures of it. Don't mind the giant orange lines inside the pictures.. I've used a demo program silly me.

Problem 2: I have used weapons which have a reload animation in W3Dviewer, but the reload animation won't work ingame.

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## File Attachments

1) [20110101114240806.jpg](#), downloaded 902 times



2) [20110101115416333.jpg](#), downloaded 902 times



3) [20110101115420315.jpg](#), downloaded 867 times



4) [20110101115428395.jpg](#), downloaded 891 times





5) [20110101115446947.jpg](#), downloaded 899 times



6) [20110101115449587.jpg](#), downloaded 876 times



7) [20110101115439198.jpg](#), downloaded 863 times





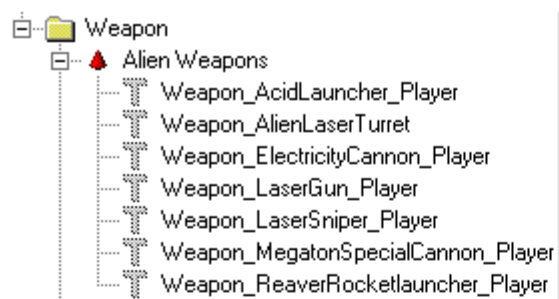
8) [20110101115441355.jpg](#), downloaded 873 times



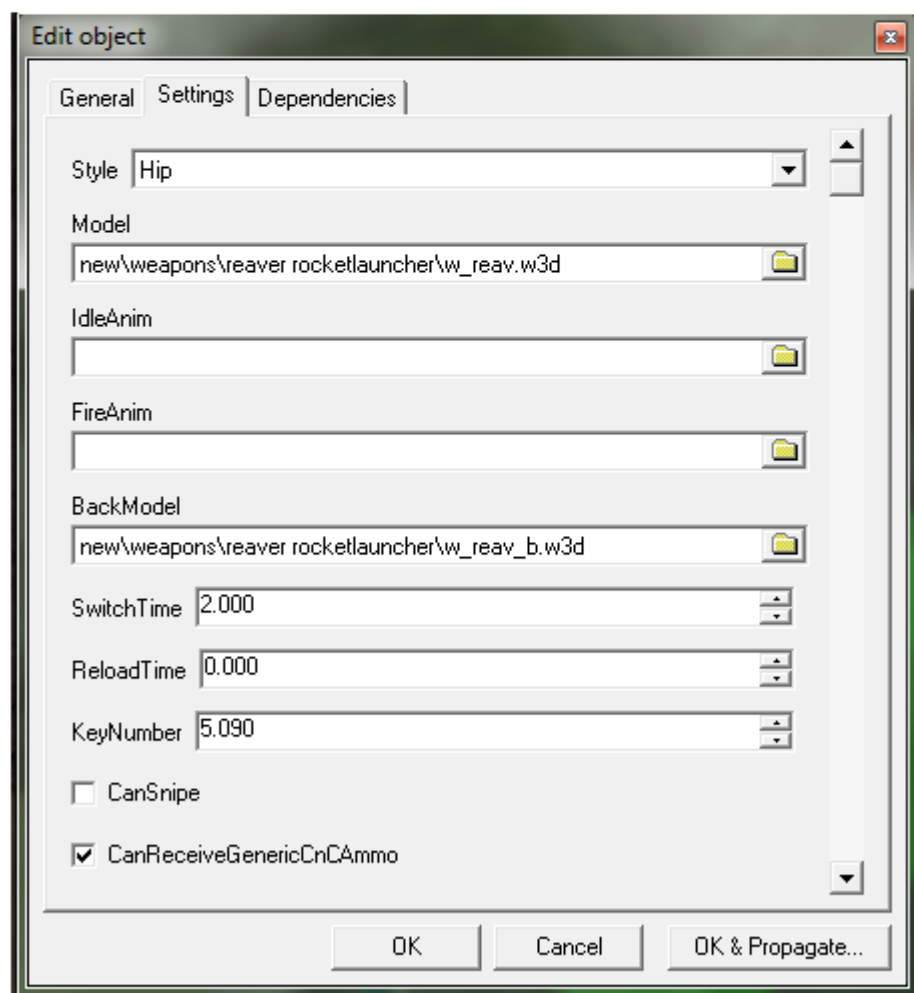


9) [Hand Positions.png](#), downloaded 713 times

*Each weapon has it's own new Ammo and explosions.*



*Even if I don't set the style to "handgun", he stills hold it like one....*



Subject: Re: First person Weapon Positions  
Posted by [Jerad2142](#) on Sat, 01 Jan 2011 15:44:58 GMT  
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You need to edit the f\_gm models to fix the issue your seeing here.

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Subject: Re: First person Weapon Positions  
Posted by [Reaver11](#) on Sat, 01 Jan 2011 17:04:25 GMT  
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The laser and rocketlauncher where rigged as skin replacements you need to make new animations or either convert westwoods animations for the new gunmodel.  
(usually hexediting is the easiest)

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Subject: Re: First person Weapon Positions  
Posted by [cAmpa](#) on Sat, 01 Jan 2011 17:06:06 GMT  
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What game do you play?

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Subject: Re: First person Weapon Positions  
Posted by [sauron--the--king](#) on Sat, 01 Jan 2011 18:46:22 GMT  
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Jerad Gray wrote on Sat, 01 January 2011 09:44You need to edit the f\_gm models to fix the issue your seeing here.

I've been trying to follow this tutorial:

<http://www.pokemonca.net/rh/index.php?mod=Tutorials&action=view&id=53>

But all the files are in W3D format. I have found all the f\_gm files, but RenX won't open them. So I won't get further then the first step..

Reaver11 wrote on Sat, 01 January 2011 11:04The laser and rocketlauncher where rigged as skin replacements you need to make new animations or either convert westwoods animations for the new gunmodel.

(usually hexediting is the easiest)

I will try to convert the westwood animations once I have the first person model work correctly.

cAmpa wrote on Sat, 01 January 2011 11:06What game do you play?

At the moment, none. I don't have that much time.. most of the time I am at my girlfriend, and if I have time I am making new Coop/vs Multiplayer Maps for Renegade

But I am not experienced with making new weapons and vehicles at all. Normally I am busy with making Botmaps which don't lag at all (because they do if you add many the wrong way..) and making plans for Reborn maps and stuff. So this is totally new for me.

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Subject: Re: First person Weapon Positions  
Posted by [Jerad2142](#) on Sun, 02 Jan 2011 10:12:28 GMT  
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sauron--the--king wrote on Sat, 01 January 2011 11:46Jerad Gray wrote on Sat, 01 January 2011 09:44You need to edit the f\_gm models to fix the issue your seeing here.  
I've been trying to follow this tutorial:  
<http://www.pokemonca.net/rh/index.php?mod=Tutorials&action=view&id=53>  
But all the files are in W3D format. I have found all the f\_gm files, but RenX won't open them. So I won't get further then the first step..  
You need to get W3D Importer.

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Subject: Re: First person Weapon Positions  
Posted by [sauron--the--king](#) on Mon, 03 Jan 2011 20:03:39 GMT  
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Now making all the weapons work in first person. It will take a while because of my school thx for helping, I will keep this topic updated

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