
Subject: First person view gun animation
Posted by [LR01](#) on Mon, 01 Sep 2014 21:36:47 GMT
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Hello everyone,

When you stand still in first person view you can see the idle animation of your weapon. When you walk, or run, you get a different animation. The gun shakes a bit more when you run. I checked the animation files but I can't find any animation that would be played. AFAIK there is only a animation for enter, exit, idle, fire and reload.
So, did I miss something or is it the engine that does this?

Subject: Re: First person view gun animation
Posted by [Gen_Blacky](#) on Mon, 01 Sep 2014 21:50:39 GMT
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Not exactly sure how it works but the engine does this with the human animations in combination with the gun animation and the hand animations.

Subject: Re: First person view gun animation
Posted by [jonwil](#) on Mon, 01 Sep 2014 21:58:56 GMT
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The animations used for that are F_CA_IDLE, F_CA_WALK and F_CA_RUN.
It has nothing to do with the human animations (in first person anyway)

Subject: Re: First person view gun animation
Posted by [LR01](#) on Thu, 04 Sep 2014 21:58:53 GMT
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jonwil wrote on Mon, 01 September 2014 23:58The animations used for that are F_CA_IDLE, F_CA_WALK and F_CA_RUN.
It has nothing to do with the human animations (in first person anyway)

Indeed, those are the files I'm looking for, thanks.
I do find it strange they only made unique idle animations for guns. Though I guess there was no time for unique walk and run animations.

Subject: Re: First person view gun animation
Posted by [dblaney1](#) on Fri, 05 Sep 2014 01:03:56 GMT

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How does one go about making these animations for a custom weapon model. It looks dumb without them, especially without the reload, fire, animations etc.

Subject: Re: First person view gun animation
Posted by [roszek](#) on Fri, 05 Sep 2014 15:52:33 GMT
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<https://www.youtube.com/watch?v=xXCeeBRs2Dw>

Subject: Re: First person view gun animation
Posted by [LR01](#) on Fri, 05 Sep 2014 16:50:34 GMT
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dblaney1 wrote on Fri, 05 September 2014 03:03 How does one go about making these animations for a custom weapon model. It looks dumb without them, especially without the reload, fire, animations etc.

It's difficult but this tut pretty much covers it:
<http://renhelp.laeubi.de/tutorial-weapons-hand-positions.html>
