
Subject: w3d help

Posted by [DexxaBoy](#) on Thu, 15 May 2003 17:07:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

is there a way to get the soldier to hold a gun in the w3d viewer?

http://alliance4.us/~Dexxaboy/DexxaBoys_Stuff/nodsoldier.JPG

if you know, plz answer

Subject: w3d help

Posted by [maytridy](#) on Thu, 15 May 2003 18:54:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

I'm guessing that you could just put the weapon and the dude in the same scene, position them, and that's it. But i'm not sure.

Subject: w3d help

Posted by [DexxaBoy](#) on Thu, 15 May 2003 19:31:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

i added the rifle to the scen but it didnt worked
the rifle just came beside him, he didnt carried it

Subject: w3d help

Posted by [maytridy](#) on Thu, 15 May 2003 19:59:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

Add it in Renx or Gmax and position it.

Subject: w3d help

Posted by [DexxaBoy](#) on Thu, 15 May 2003 20:04:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

Quote:Add it in Renx
can that be found in RenegadeToolsInstaller2?

Subject: w3d help

Posted by [maytridy](#) on Thu, 15 May 2003 20:09:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

Go to the Renegade homepage, and download the Rengade Mod tools. install Renx and

Commando level editor.

Subject: w3d help

Posted by [DexxaBoy](#) on Thu, 15 May 2003 20:20:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

ok....

Subject: w3d help

Posted by [DexxaBoy](#) on Thu, 15 May 2003 20:37:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

ok, i have them now.
what do i do next?

Subject: w3d help

Posted by [maytridy](#) on Thu, 15 May 2003 20:47:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

What is your goal? Do you want to get the soldier to hold a custom gun that you made?

Subject: w3d help

Posted by [DexxaBoy](#) on Fri, 16 May 2003 08:30:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

no i just want the soldier to hold a gun, (Rifle, chaingun and so on)

Subject: w3d help

Posted by [laeubi](#) on Fri, 16 May 2003 10:33:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

open the soldier + the wepon -> Goto the Aggregate-> Agregatemenue ->Bone manegment, then Attac the wepon modle to the 'GUN' bone.

confusing? Sorry, but hard to explain, if ya intrested contact me via IM (AIM/ICQ/YIM/MSN)

Subject: w3d help

Posted by [DexxaBoy](#) on Fri, 16 May 2003 11:41:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

I understand it now
THANKS ALOT FOR ALL OF THE HELP !!

Subject: w3d help
Posted by [laeubi](#) on Fri, 16 May 2003 18:45:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

DexxaBoyl understand it now
THANKS ALOT FOR ALL OF THE HELP !!
Theres still hope in this world
A person that understands me

Subject: w3d help
Posted by [Dante](#) on Sat, 17 May 2003 02:41:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

btw, h_a_a0* are with the weapon in one hand, h_a_b0* are with in both...

also you can attach a w*_b.w3d (back model) for an added effect like this

Subject: w3d help
Posted by [L3f7H4nd3d](#) on Sat, 17 May 2003 02:44:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

Mmm, tasty.

Subject: w3d help
Posted by [Dante](#) on Sat, 17 May 2003 02:47:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

effects!!! w00t

Subject: w3d help
Posted by [DexxaBoy](#) on Sat, 17 May 2003 08:24:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

thx for all the help :):):):):):)
