Subject: Weapon Hand positions.....

Posted by LucefieD on Tue, 30 Mar 2004 00:42:03 GMT

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I cant seem to do it! I cant get the hand position right with those gun hands I've read the tut at renhelp but it hasnt really helped much. There so many bones they confuse me Does anyone know some tips that might help me?

Subject: Weapon Hand positions.....

Posted by Havoc 89 on Tue, 30 Mar 2004 03:39:57 GMT

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hehe man i have a problem with that too. the other day i was making hand positioning for the Halo Battle Rifle for Renegade:Combat Evolved, but in the gmax file of the hands, all the vertices were not welded with the bones.

Laubie man, do u have the umm.... the gmax files of the hands? i dled them from renhelp and they didnt work.

Sorry man i cant help you.

Subject: Weapon Hand positions.....

Posted by laeubi on Tue, 30 Mar 2004 07:52:05 GMT

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Well... it is important that you press the animate button and move to Frame 1. otherwhise RenX will not 'accept' the bindings to the bones, you'll also later get probs with exporting because of missing base pose.

Subject: Weapon Hand positions.....

Posted by Sniper XL on Tue, 30 Mar 2004 10:44:09 GMT

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How am i supposed to move the fingers? when i move the bones they dont move the fingers i moved to frame 1 and pressed animate and nothing.

Subject: Weapon Hand positions.....

Posted by ericlaw02 on Tue, 30 Mar 2004 10:49:45 GMT

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It worked before....but i deleted the old file.now the new file...i can't move the bones.

Dage 1 of 4 Compared from Command and Commans: Departed Official Forums

Subject: Weapon Hand positions.....

Posted by htmlgod on Tue, 30 Mar 2004 11:07:54 GMT

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Laeubi - I hit the animate button and went to the first frame like the tutorial said to, but moving the bones still doesn't move the hands or fingers.

Subject: Weapon Hand positions.....

Posted by PsycoArmy on Tue, 30 Mar 2004 11:22:59 GMT

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I seem to have no problems...

First off mine doesn't need to use the animate button, so what going on there Lauibi? Also you don't even need the hand models there if your planning to make new hand positions for a new gun in renegade.

Subject: Weapon Hand positions.....

Posted by Havoc 89 on Tue, 30 Mar 2004 13:01:26 GMT

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i did the same, i went to 1st frame and hit animate button. didnt work, psycoarmy can u send us the hands that work plz?

Subject: Weapon Hand positions.....

Posted by ericlaw02 on Tue, 30 Mar 2004 14:30:49 GMT

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I think its the GMAX file's problem.

Subject: Weapon Hand positions.....

Posted by LucefieD on Tue, 30 Mar 2004 21:25:10 GMT

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I have the old and new file. The new one doesnt seem to work so i got out old one

Subject: Weapon Hand positions.....

Posted by Sn1per XL on Tue, 30 Mar 2004 21:52:43 GMT

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Subject: Weapon Hand positions.....

Posted by ericlaw02 on Wed, 31 Mar 2004 14:26:48 GMT

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Can you send the old one on AIM or MSN too?

Subject: Weapon Hand positions.....

Posted by LucefieD on Wed, 31 Mar 2004 20:29:04 GMT

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I guess

Subject: Weapon Hand positions.....

Posted by Havoc 89 on Wed, 31 Mar 2004 22:16:51 GMT

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can you upload the file somewhere?

Subject: Weapon Hand positions.....

Posted by PsycoArmy on Thu, 01 Apr 2004 00:41:36 GMT

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Are the old ones you are talknig about the ones I released ages ago (the ones dante gave me)? Im at school at the moment, just give me somewhere to upload and ill upload the ones I use.

Subject: Weapon Hand positions.....

Posted by LucefieD on Thu, 01 Apr 2004 01:04:48 GMT

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Here ya go everyone Download Gun Hands

Subject: Weapon Hand positions.....

Posted by htmlgod on Thu, 01 Apr 2004 02:01:29 GMT

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thanks for the help! (And yeah, I know the index finger is quite screwy)

Subject: Weapon Hand positions..... Posted by Havoc 89 on Thu, 01 Apr 2004 02:09:58 GMT

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sweet! thanks man! i can finally finish off the MA5B