Subject: attention weapons modelers
Posted by Anonymous on Wed, 08 Jan 2003 04:34:00 GMT
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ok, basicly, the only thing in f_skelleton.w3d is a heirarchy (which is what I expected)Bones are named as folows:ROOTTRANSFORM (I think this is common to all w3d files, represents the center point of the model)F_ L FOREARMF_ L HANDF_ L FINGER0F_ L FINGER01F_ L FINGER1F_ L FINGER11F_ L FINGER2F_ L FINGER21F_ L FINGER3F_ L FINGER31F_ L FINGER4F_ L FINGER41CLIPBONEF_ R FOREARMF_ R HANDF_ R FINGER0F_ R FINGER01F_ R FINGER1F_ R FINGER11F_ R FINGER2F_ R FINGER21F_ R FINGER3F_ R FINGER31F_ R FINGER4F_ R FINGER41GUNBONEThose are the exact bone names from the w3d file.Now for the hands (havocs).The actual 3d mesh data doesnt concern us, the "link" between the mesh data and the bones are kept in the W3D_CHUNK_VERTEX_INFLUENCES. Basicly, each vertex in the 3d data has a reference to a bone.Now, an analysis of a weapon (the rifle in this case):F_CM_RIFL.w3d is the clip. Nothing to see here, just regular 3d data.F_GM_RIFL.w3d is the gun itself. Contains bones labeled EJECT, F_GM_RIFL, MUZZLEA0, F_CM_RIFL and ROOTTRANSFORM. It pulls in MZ_RIFL1.w3d (some kind of muzzle related thing)The key is in the animation files.the f_gh_rifl_xxxx.w3d files controll the movement of the gun and clip when different actions happen.the f_ha_rifl_xxxx.w3d files on the other hand controll the position of the hands when different actions happen. The key is to figure out how to re-create these (I dont think its going to be doable without some kind of gmax file containing the skelleton ready to use as the base for the animation (you then point the exporter at the w3d file skelleton when you export I guess)But basicly, the animation files basicly script the hand movements of the hands.