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Subject: Reload Animations, Working fully and properly!  
Posted by [Anonymous](#) on Thu, 09 Jan 2003 05:00:00 GMT

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quote:Originally posted by psychoarmy: Yeah I know, i was just helping with the part where it disappears for him. Don't talk unless you know what you're talking about, crap map maker! I also know how to do new hand positions, reload animations, fire... etc. but they aren't very good, I bet. Because to get new hand animations it's all coded in and stuff. You would need some serious work to add new weapon selections and hand positions into the system. Ever notice when every gun in Renegade is modeled to a certain hand position and there are like 5 guns per position. And it's definitely not that simple. I have all of the files but I can't make my own reload animations etc. Where he puts the magazine in there pushes the push rod on an M16 cocks an AK-47 etc.

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