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Subject: Weapons Explained

Posted by [Anonymous](#) on Wed, 16 Oct 2002 15:10:00 GMT

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well all those 13 file are only for the first person view. with the "xxxx" name i think u only setup the main model, and renegade automaticly load other stuff like reload animation... sound long to do??nah, just think about it, when the model is done, only remain anim and boning stuff....posted by Adjab:I'll try to have a quick look at them if I have time.I suspect that those f\_ga\_xxxx files are pure animation using the f\_gm\_xxxx for skeleton and f\_ha\_xxxx are probably using s\_a\_human skeleton.Well for the ga stuff yep, just look into the file with notepad u see the currenty file name, and the other file name just near it...and for the ha, like i said just looking into the file trough notepad u see f\_skeleton... dunno if it use the s\_a\_human... anyway maybe this week or later we will be able to do a complete animated weapon i hope all i said will work (i sure it will work )

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