
Subject: Re: weapon replacements for renegade
Posted by [jamiejrg](#) on Fri, 06 Jul 2007 15:52:18 GMT
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AoBfrost wrote on Sun, 10 June 2007 19:31jamirg could you help me with my ramjet replacement?

It's easy to make bones. All you do is make a cube, and align the pivot inside it. Make sure the pivot is aligned with the world as well. The cube can be any size. Then you just name it for what it is. For eject it's EJECT, and for the muzzle bone it's muzzlea0. For the first person model those are the only bones you need.

A helpful tip. Take a weapon similar to the one you are making. Lets say you are making an m16 or something. Extract the auto rifle from the always.dat (f_gm_rifl.w3d) into renx. Then import your model into the scene. Now you can size your model and get a general idea of how big it will be when you put it ingame.

After you size your model just align it's grip (here the character's right hand will be) with the auto rifle in this case. This should be right at the 0,0,0 co-ordinates of the scene btw. Then select your model align the pivot at 0,0,0 to tell the game where to hold your weapon. Delete the autorifle mesh. Move the bones that came with the auto rifle to the appropriate spots. Eject should be on the one of the sides and muzzle should be at the tip of your weapon. Now export as a hierarchial model and select both smooth along vertex and optimize collision. **DO NOT SELECT USE EXISTING SKELETON THAT IS FOR ANIMATIONS.**

Hope that helped a bit, feel free to post more or pm me with questions.

I really should be making a weapon replacement tutorial shouldn't I...

Also, atomar can you pm me the link to that model/ upload it for me.

Jamie
