Subject: Re: Weapons
Posted by Jerad2142 on Sun, 14 Sep 2008 21:11:57 GMT

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bleh, okay for starters you need to remove that fake hand. All first person gun animations are controlled through the f_ha_ animation sets. If you don't feel like making new animations, you can either replace an old guns model, or make a copy of another guns animations and hex edit them so their dependency gun name (f_gm_weaponname) matches the animation name... and stuff. Or you could just reposition the gun, reexporting it after every reposition to see if you are moving it closer to the right spot for the gun hands, either way the fake gun hand must go.