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Subject: Re: New Reborn Weapon skins

Posted by [R315r4z0r](#) on Wed, 24 Dec 2008 18:35:39 GMT

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The problem you are having porting the Rocket/Missile launchers is simple.

In Renegade, the Rocket launcher is hip mounted, however in Reborn both the Rocket Launcher and Missile launcher is shoulder mounted.

The weapon positions are different as well as the hand positions, that's why you are getting those errors when you transfer it to Renegade. The reason why you didn't get similar problems with the other weapons is because the weapons you ported from Reborn into Renegade use the same hand positions in both games.

You have to edit the hand position models in first person as well as the weapon's position in level edit in order to get it to work. However, I've never attempted to do so, so I don't know how to do it.

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