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Subject: Re: Successful weapon export

Posted by [danpaul88](#) on Wed, 25 Feb 2009 14:06:01 GMT

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Did you export it using the correct type and linking to the correct skeletons? I am at work at the moment, but IIRC weapons are always exported with a dummy model containing a single bone as the skeleton, so the engine knows how to orient it when attaching it to the first person hand models.

Also ensure that the correct W3D export settings for mesh and bone objects are selected, at least one of the importers I have used before tends to screw them up or completely ignore them.

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