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Subject: Re: Possible request?

Posted by [Gen\\_Blacky](#) on Mon, 12 Oct 2009 08:27:20 GMT

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Reaver11 wrote on Mon, 12 October 2009 02:52 That pistol looks planar mapped

Thing with boning new handpositions you will always need to add custom hands. Which in turn will conflict: GDI and NOD will have the same hands. Which is a thing I don't like.

If there is someone around here that could tell me how to keep the GDI and NOD hands then I will give it a go and bone it. (cause tbh the hands that urimas used are pretty ugly, I can see why he had to but still)

You don't need custom hand that's the incorrect way to do it unless you setup a new weapon preset. just change the hand positions with the hand and gun animations the bones in the animation change the position of the gdi or nod hands.

<http://www.renegadehelp.net/index.php?act=tutorial&id=6181>

use the gun\_hands to set a weapons hand positions and export pure animation and follow that tutorial.

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