
Subject: Re: "---" weapon holding style

Posted by [saberhawk](#) on Sat, 29 May 2010 19:45:12 GMT

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GEORGE ZIMMER wrote on Fri, 28 May 2010 06:51: Saberhawk wrote on Fri, 28 May 2010 02:24: WEAPON_HOLD_STYLE_NOT_USED is named such and shown to the user as "---" because there is absolutely no code for this style. As such, the fact that it doesn't work shouldn't surprise you. It may have existed and been used at some time however which is why it wasn't just completely removed.

Hm, I see.

Is there any chance, then, to make a completely new weapon holding style that functions in the way that it should? Except with a fixed idle animation, and fixed for the AI?

The AI likely can't aim with "---" because it doesn't have aiming animations. The only weapon styles that have aiming animations are "Shoulder", "Hip", "Launcher", and "Handgun". "C4", "---", "Beacon", "Empty Hands", and "Hands Down" all share the "S_A_HUMAN.H_A_A0_" animation set
