
Subject: Re: weapon replacement

Posted by [Gen_Blacky](#) on Mon, 04 Apr 2011 09:14:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

File Attachments

1) [muzzleflash.jpg](#), downloaded 766 times



User

Link Tools

Step 1 Create 2 Boxes, One of the boxes is the muzzle flash and the other is

Step 2 Link The muzzle flash box to the Muzzle Bone

Step 3 Setup W3d Settings like in the example below

Step 4 Make Sure the names of the boxes are correct, The Muzzle Flash box is
the w3d file you want to use.

Step 5 Export, Done



Select Objects

- f_gm_snip
- eject
- f_cm_snip
- light
- muzzlea0
- mz_snip1
- snddisp

Name of W3d file

Join

- Alphabetical
- By Type
- By Color
- By Size

List Types

- Geometry All
- Shapes None
- Lights Invert
- Cameras
- Helpers
- Groups
- XRefs

Selection Sets

All None Invert

- Display Subtree
- Case Sensitive
- Select Subtree
- Select Dependents

Select Cancel

W3D Export Setting

Object Export Options

- mz_snip1
- Export Transform (B)
- Export Geometry
- Damage Region: 01

Geometry Options

- Normal
- Cam-Parallel
- Cam-Orient
- AABox
- OBBBox
- Null (LOD)
- Aggregate
- Dazzle
- 251
- Hid
- ZN
- VA
- Sh
- Sh
- NP

Collision Options

- Physical
- Projectile
- Vehicle
- Vis
- Cam

