
Subject: attention weapons modelers

Posted by [Anonymous](#) on Wed, 08 Jan 2003 02:12:00 GMT

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Anyone who is making 1st-person weapons/hands should check out the f_skeleton.w3d file in the westwood wdump.exe tool, it should have a bunch of bone names and stuff in there that might explain stuff.

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Posted by [Anonymous](#) on Wed, 08 Jan 2003 03:30:00 GMT

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Well that would be useful, except i dont understand wdump. I already figured out most of first view but this might help. Ill look more into, Thankyou. [January 08, 2003, 03:33: Message edited by: psycoarmy]

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Posted by [Anonymous](#) on Wed, 08 Jan 2003 04:34:00 GMT

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ok, basicly, the only thing in f_skeleton.w3d is a heirarchy (which is what I expected)Bones are named as folows:ROOTTRANSFORM (I think this is common to all w3d files, represents the center point of the model)F_L FOREARMF_L HANDF_L FINGER0F_L FINGER01F_L FINGER1F_L FINGER11F_L FINGER2F_L FINGER21F_L FINGER3F_L FINGER31F_L FINGER4F_L FINGER41CLIPBONEF_R FOREARMF_R HANDF_R FINGER0F_R FINGER01F_R FINGER1F_R FINGER11F_R FINGER2F_R FINGER21F_R FINGER3F_R FINGER31F_R FINGER4F_R FINGER41GUNBONETHose are the exact bone names from the w3d file.Now for the hands (havocs).The actual 3d mesh data doesnt concern us, the "link" between the mesh data and the bones are kept in the W3D_CHUNK_VERTEX_INFLUENCES. Basicly, each vertex in the 3d data has a reference to a bone.Now, an analysis of a weapon (the rifle in this case):F_CM_RIFL.w3d is the clip. Nothing to see here, just regular 3d data.F_GM_RIFL.w3d is the gun itself. Contains bones labeled EJECT, F_GM_RIFL, MUZZLEA0, F_CM_RIFL and ROOTTRANSFORM. It pulls in MZ_RIFL1.w3d (some kind of muzzle related thing)The key is in the animation files.the f_gh_rifl_xxxx.w3d files controll the movement of the gun and clip when different actions happen.the f_ha_rifl_xxxx.w3d files on the other hand controll the position of the hands when different actions happen. The key is to figure out how to re-create these (I dont think its going to be doable without some kind of gmax file containing the skeleton ready to use as the base for the animation (you then point the exporter at the w3d file skeleton when you export I guess)But basicly, the animation files basicly script the hand movements of the hands.

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Posted by [Anonymous](#) on Wed, 08 Jan 2003 04:42:00 GMT

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Oh, i already knew all that. Remeber, PsychoArmy - first to get new hand models into renegade. I just dont know how to use the program. Can you please sign into msn or unblock me or whatever, i need to talk to u. [January 08, 2003, 04:52: Message edited by: psychoarmy]
