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Subject: Possible to make player hold gun sideways?  
Posted by [Anonymous](#) on Mon, 24 Feb 2003 14:50:00 GMT  
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Yes I need to know for upcoming mod, can anyone help me out here and tell me?Thanks in advance.

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Subject: Possible to make player hold gun sideways?  
Posted by [Anonymous](#) on Mon, 24 Feb 2003 14:58:00 GMT  
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I don't know the first thing about weapon modding but. Open the model up in gmax and rotate it the way you want. Then use that one guys custome hand position.

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Subject: Possible to make player hold gun sideways?  
Posted by [Anonymous](#) on Mon, 24 Feb 2003 15:13:00 GMT  
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his name is Laeubi (sorry about spelling), ask him, he knows a TON.

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Subject: Possible to make player hold gun sideways?  
Posted by [Anonymous](#) on Mon, 24 Feb 2003 23:05:00 GMT  
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quote:Originally posted by maytridy:his name is Laeubi (sorry about spelling), ask him, he knows a TON.the spelling is coorect, and thx And yes, it is possible

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Subject: Possible to make player hold gun sideways?  
Posted by [Anonymous](#) on Tue, 25 Feb 2003 01:17:00 GMT  
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Screw u guys, i know more about 1st view! and have been working on it alot longer. I was the 1 who actually got out the first view hands in the first place. [ February 25, 2003, 01:18: Message edited by: psycoarmy ]

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Subject: Possible to make player hold gun sideways?  
Posted by [Anonymous](#) on Tue, 25 Feb 2003 01:23:00 GMT  
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by th way u just get hands file, rotate gun bone to angle u want gun, the gun is always linked gun

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bones even though they r different files.

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Subject: Possible to make player hold gun sideways?  
Posted by [Anonymous](#) on Tue, 25 Feb 2003 01:24:00 GMT  
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quote:Originally posted by psychoarmy:Screw u guys, i know more about 1st view! and have been working on it alot longer. I was the 1 who actually got out the first view hands in the first place.Abjab did it before anyone else...like last year lol.

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Subject: Possible to make player hold gun sideways?  
Posted by [Anonymous](#) on Tue, 25 Feb 2003 13:46:00 GMT  
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this would be useful, it would be neat for secondary fire. Like for the pistol when you activate secondary fire it turns sideways and fires 2x faster but less accurate. (though not sure if its possible to make it less accurate)

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Subject: Possible to make player hold gun sideways?  
Posted by [Anonymous](#) on Wed, 26 Feb 2003 00:36:00 GMT  
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will the animation still show the gun kicking up like the silenced pistol?

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Subject: Possible to make player hold gun sideways?  
Posted by [Anonymous](#) on Wed, 26 Feb 2003 00:48:00 GMT  
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ther is a aniamtion for:gun enter/exitgun idlegun firegun relaod

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