
Subject: weapon animations

Posted by [medmech12](#) on Sat, 27 Dec 2008 21:45:02 GMT

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Is there a way to have a weapon moving, while you're holding it?

Subject: Re: weapon animations

Posted by [Di3HardNL](#) on Sat, 27 Dec 2008 23:47:25 GMT

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you mean in 3st or 1st view?

Subject: Re: weapon animations

Posted by [medmech12](#) on Sat, 27 Dec 2008 23:55:34 GMT

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3rd person

Subject: Re: weapon animations

Posted by [Di3HardNL](#) on Sun, 28 Dec 2008 01:17:02 GMT

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The only way i know of is that you have to find that animation in W3dViewer so you know how to export it later (the name).

To view animations

Open s_a_human.w3d

Open a male character.w3d

Open the animation

It should view now.

In renx you must create the animation from scratch.

Open the Male.gmax in LE folder which contains the bones.

Delete everything except all bone objects.

Now with the animate cursor you must place the bones good.

When you're done export as Hierachel Animated as the name you found earlier.

Test in game.

This will take alot time tho, to get smooth animations.. but good luck

Subject: Re: weapon animations
Posted by [ErroR](#) on Sun, 28 Dec 2008 09:36:23 GMT
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i wanted that too for my CG and LCG third person models (which I'm damn lazy to finish) i don't really understand what you mean. could u write a tutorial

Subject: Re: weapon animations
Posted by [Ghostshaw](#) on Sun, 28 Dec 2008 10:26:07 GMT
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Won't work . There is a total of 84 animations used for the weapons depending on weapon style, angle of aim and movement direction (well actually a few more for jumping). And they are all located in separate w3d files btw.

Subject: Re: weapon animations
Posted by [ErroR](#) on Sun, 28 Dec 2008 11:27:44 GMT
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that can be viewed in transitions in LE ?

Subject: Re: weapon animations
Posted by [medmech12](#) on Mon, 29 Dec 2008 16:33:19 GMT
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cant i use an animation that was already included with the game?

Subject: Re: weapon animations
Posted by [Scrinwarrior](#) on Mon, 29 Dec 2008 19:08:52 GMT
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possibly, but that seems to make this all too incredibly complicated. What are you planning to do with this anyway?

Subject: Re: weapon animations
Posted by [medmech12](#) on Tue, 30 Dec 2008 15:24:11 GMT
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i'm just new to modding and i just want to create some new weapons to experiment with
