
Subject: weapon replacement

Posted by [NACHO-ARG](#) on Sat, 02 Apr 2011 06:16:39 GMT

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

hey i have replaced a weapon in ren, it works fine but i dont know how to added the muzle flash any idea?

Subject: Re: weapon replacement

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

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

File Attachments

1) [muzzleflash.jpg](#), downloaded 274 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: 1

Geometry Options

- Normal 25%
- Cam-Parallel Hid
- Cam-Orient ZN
- AABox VA
- OBBBox Sh
- Null (LOD) Sh
- Aggregate NP
- Dazzle

Collision Options

- Physical Vis
- Projectile Can
- Vehicle



Subject: Re: weapon replacement
Posted by [NACHO-ARG](#) on Mon, 04 Apr 2011 18:05:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

thanks a lot for the help man
