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Subject: Re: Rigging Issues

Posted by [EroR](#) on Tue, 08 Sep 2009 10:17:05 GMT

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If you'd like to rig it you have to:

- Import the model you want to replace
- Align your model to the one you want to replace (if the size varries, then try aligning handle to handle).
- After done aligning delete the old model.
- Move the eject bone (green thing) to the place where you want shells to come out (usually it's set up for the bullets to come out at an angle).
- Move the MuzzleA0 bone to where you want the bullets to come out.
- Select the green things (both) and go to: the hammer tab > W3D settings > and untick  Export geometry.

If you want a muzzleflash then, make a copy of muzzlea0 and rename it to mz\_weapon1/3 (1 is first person muzzle flash, 3 is third person muzzle flash) make it a little smaller and align it to the center using the Align Tool .

- Next select the muzzle flash bone, and press Link now click on the MuzzleA0 bone and then chose any tool (rotate, move etc.) for it to link.
- Now export it as a Hierarchical model.

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f\_gm\_weapon - first person

w\_weapon - third person

p\_weapon - powerup (requires animating)

w\_weapon\_b - back model

replace weapon with the name of the weapon.

rifl - autorifle

snip - sniperrifle

rprg - repair gun

rock - rocketl

chng - chaingun

pist - pistol

lsrr - laser rifle

lsrg - laser chain

tibf - flechette

tibb - sydney tib rifle

flmt - flame thrower

shot - shotgun

ionc - pic

ionb - ion beacon

nuke - nuke beacon

rail - rail gun

volt - volt auto rifle

I think that's all , now about the reload animation, i can't help.

## File Attachments

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1) [Align.PNG](#), downloaded 460 times



2) [Link.PNG](#), downloaded 446 times

