
Subject: Re: Rigging Issues

Posted by [ErrorR](#) 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 varies, 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.

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

1) [Align.PNG](#), downloaded 425 times



2) [Link.PNG](#), downloaded 411 times

