

---

Subject: First person Weapon Positions

Posted by [sauron--the--king](#) on Sat, 01 Jan 2011 11:05:02 GMT

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

---

Hello,

I've downloaded some new weapons from different forums.

I've placed them ingame as new weapons, but I have a problem.

The weapons look really good, but when you go to first person view, the guy will allways hold it like a handgun...

I've made some pictures of it. Don't mind the giant orange lines inside the pictures.. I've used a demo program silly me.

Problem 2: I have used weapons which have a reload animation in W3Dviewer, but the reload animation won't work ingame.

Toggle Spoiler

Toggle Spoiler

Toggle Spoiler

Toggle Spoiler

Toggle Spoiler

Toggle Spoiler

Toggle Spoiler

Toggle Spoiler

Toggle Spoiler

---

## File Attachments

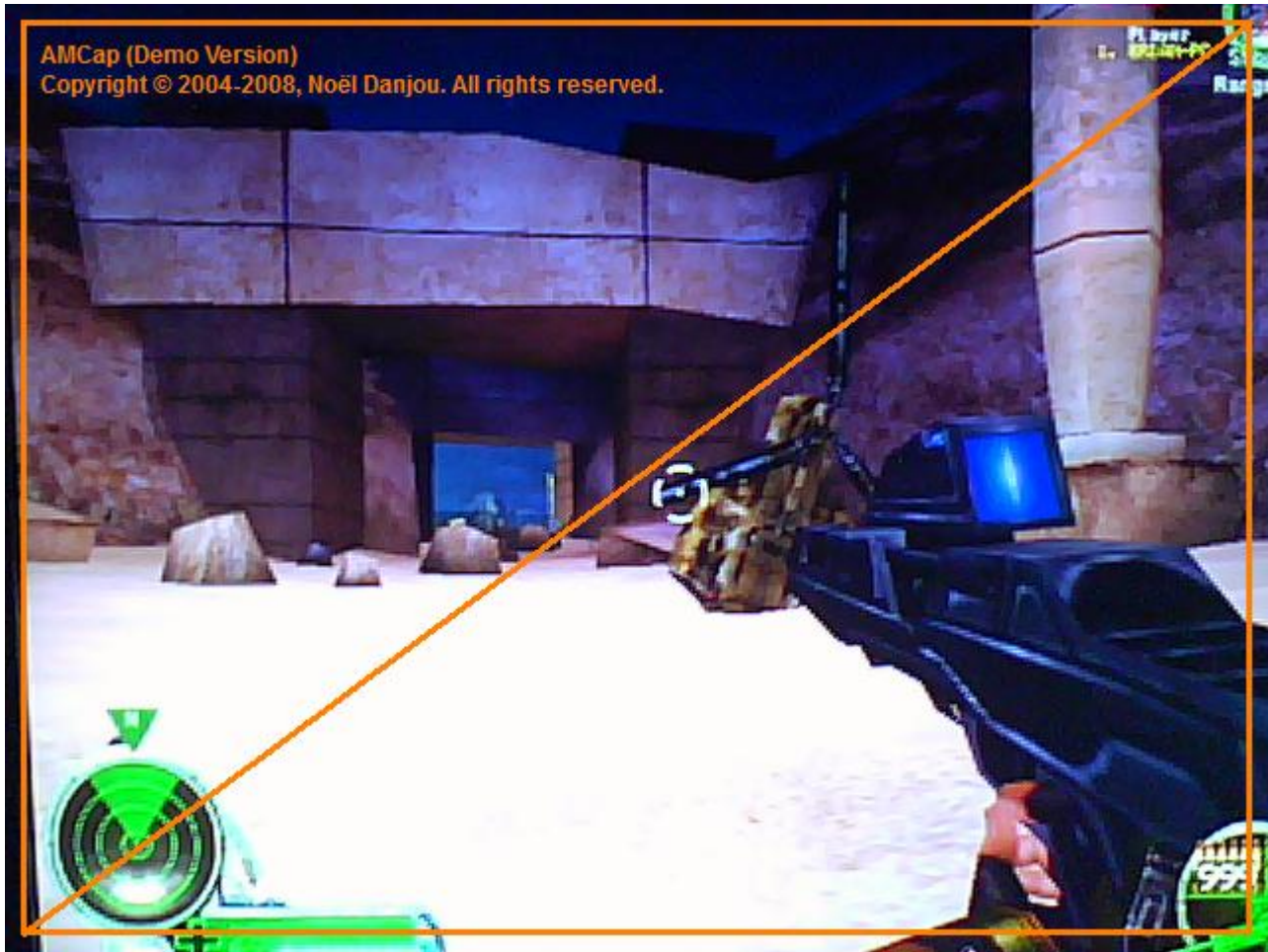
1) [20110101114240806.jpg](#), downloaded 1140 times



2) [20110101115416333.jpg](#), downloaded 1131 times



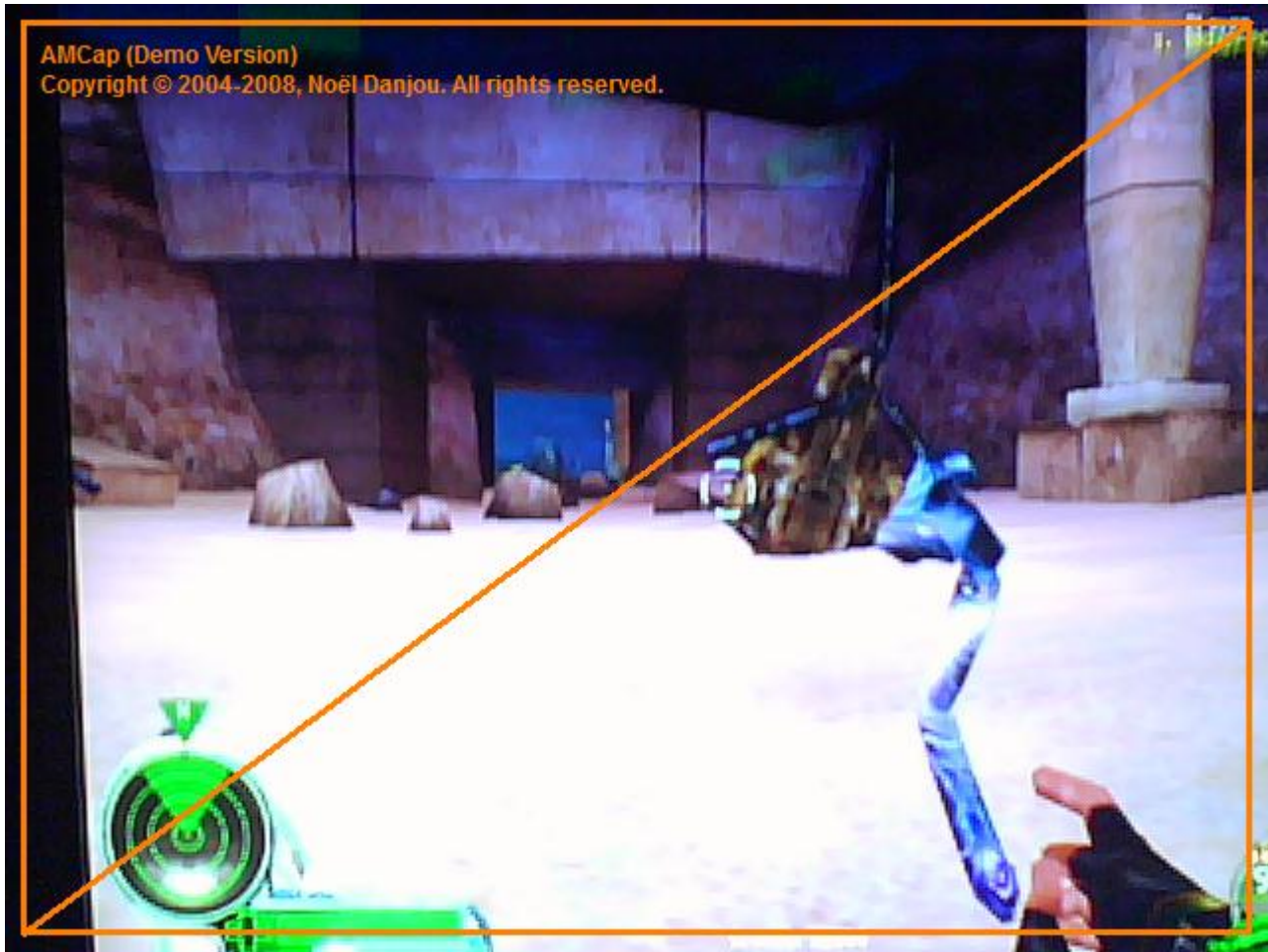
3) [20110101115420315.jpg](#), downloaded 1103 times



4) [20110101115428395.jpg](#), downloaded 1130 times



5) [20110101115446947.jpg](#), downloaded 1109 times



6) [20110101115449587.jpg](#), downloaded 1112 times



7) [20110101115439198.jpg](#), downloaded 1095 times

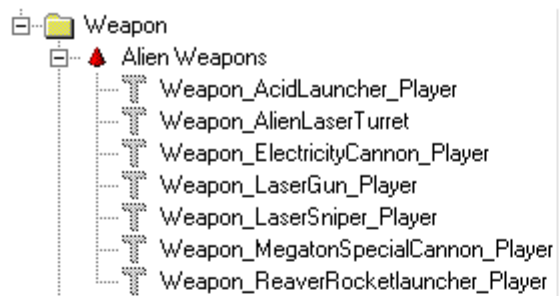


8) [20110101115441355.jpg](#), downloaded 1098 times



9) [Hand Positions.png](#), downloaded 875 times

*Each weapon has its own new Ammo and explosions.*



*Even if I don't set the style to "handgun", he stills hold it like one....*

