
Subject: It is possible (Custom hand position and more) [included an
Posted by [Anonymous](#) on Fri, 07 Feb 2003 16:58:00 GMT

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

In the last 4 h I tried to figure out how this hand positions, reloads etc. work. And believe it or not it WORKS! Here is a screen I know the hand position is not the best, but it was just a test. I'm not 100% sure about the reload, but I know somebody who had tell me that it is possible too. I'll try to

Subject: It is possible (Custom hand position and more) [included an
Posted by [Anonymous](#) on Fri, 07 Feb 2003 17:00:00 GMT

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

The gun looks nice.

Subject: It is possible (Custom hand position and more) [included an
Posted by [Anonymous](#) on Fri, 07 Feb 2003 18:13:00 GMT

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

PsycoArmy has been putting a lot of work in learning Reload animations. I think he knows more about hand positions and reload animations than any of us Nice work there btw.

Subject: It is possible (Custom hand position and more) [included an
Posted by [Anonymous](#) on Fri, 07 Feb 2003 18:34:00 GMT

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

Now what file did you use for that? what is the fiels name?

Subject: It is possible (Custom hand position and more) [included an
Posted by [Anonymous](#) on Fri, 07 Feb 2003 19:30:00 GMT

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

Subject: It is possible (Custom hand position and more) [included an
Posted by [Anonymous](#) on Fri, 07 Feb 2003 19:47:00 GMT

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

I spend another 3h and I have now everything working for my AK-47 (reload, enter/exit, fire and

idle)It works, I can't believe it.

Subject: It is possible (Custom hand position and more) [included an
Posted by [Anonymous](#) on Fri, 07 Feb 2003 22:22:00 GMT

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

Great! I would like to see more on this subject, especially screenshots, examples, and a tutorial.

Subject: It is possible (Custom hand position and more) [included an
Posted by [Anonymous](#) on Sat, 08 Feb 2003 08:18:00 GMT

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

laubi you think you can explain it to us plz. i asked psychoarmy but he said its too hard to explain.

Subject: It is possible (Custom hand position and more) [included an
Posted by [Anonymous](#) on Sat, 08 Feb 2003 09:19:00 GMT

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

Uhm, it's not that hard if you know something about modding, and not a newbie at GMAX. I'll try to write a tutorial, but I'll not release it before Dante has not released his how to use the VTOL scripts. - Is that a deal?

Subject: It is possible (Custom hand position and more) [included an
Posted by [Anonymous](#) on Sat, 08 Feb 2003 10:08:00 GMT

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

You call me a noobie???and how long will that take?

Subject: It is possible (Custom hand position and more) [included an
Posted by [Anonymous](#) on Sat, 08 Feb 2003 10:46:00 GMT

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

Um sorry, I would say that everybody who had worked a bit with GMAX would be able to do this, but if sb. has just started it will be hard.I think it will take up to 30minutes to understand how it works, if you have worked with bones and such things before.

Subject: It is possible (Custom hand position and more) [included an
Posted by [Anonymous](#) on Sat, 08 Feb 2003 18:02:00 GMT

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

VOTL scripts? doesnt that make a vehicle fly? that actually takes a script? I cna get junk to fly only by changing a few settigns

Subject: It is possible (Custom hand position and more) [included an
Posted by [Anonymous](#) on Sun, 09 Feb 2003 04:12:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dante realse sxcripts, that airunits fly from outside the map into your base, and when the Heliposr gets destroyed, they are no longer avaiable.

Subject: It is possible (Custom hand position and more) [included an
Posted by [Anonymous](#) on Sun, 09 Feb 2003 15:54:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ooooh...That doesnt seem to hard to figure out, does it?

Subject: It is possible (Custom hand position and more) [included an
Posted by [Anonymous](#) on Sun, 09 Feb 2003 18:19:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by Spike00b:Ooooh...That doesnt seem to hard to figure out, does it?
you tlaking about the hand positions?

Subject: It is possible (Custom hand position and more) [included an
Posted by [Anonymous](#) on Sun, 09 Feb 2003 18:21:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

your base, and when the Heliposr gets destroyed, they are no longer avaiable.is what im talking about

Subject: It is possible (Custom hand position and more) [included an
Posted by [Anonymous](#) on Sun, 09 Feb 2003 19:28:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

airunits fly from outside the map into your base, and when the Heliposr gets destroyed, they are no longer avaiable.is what im talking aboutok cuase hand positions and wepaons are the hardest most unknown thing in the game.

Subject: It is possible (Custom hand position and more) [included an
Posted by [Anonymous](#) on Sun, 09 Feb 2003 19:54:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

i wouldnt know iv never tried them

Subject: It is possible (Custom hand position and more) [included an
Posted by [Anonymous](#) on Mon, 10 Feb 2003 01:36:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

VTOL scripts.Why don't you just join the #renevo IRC channel and ask him...or post a query here, rather than using coercion

Subject: It is possible (Custom hand position and more) [included an
Posted by [Anonymous](#) on Mon, 10 Feb 2003 11:09:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

blackmail is not an option, and for this i ought to just figure it out myself and post up a tutorial in regular "englisch"anywho, im about as busy as a grasshopper trying to lick its own arse.i have ALOT of things going on, and the tutorial will be in RenHelp 2.0, if you don't release this tutorial, it won't be in there. (your tut that is)sorry bout that, but im extrememly busy, and i have a life. so don't try to pull this blackmail crap. [February 10, 2003, 11:09: Message edited by: Dante]

Subject: It is possible (Custom hand position and more) [included an
Posted by [Anonymous](#) on Mon, 10 Feb 2003 11:21:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

dante is busy.... VERY busy... I've seen to that... err... yea...

Subject: It is possible (Custom hand position and more) [included an
Posted by [Anonymous](#) on Mon, 10 Feb 2003 12:09:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

No no, im good with renx im bad with teaching. I already done this stuff, i need to do 5 more w3d's and ive added an entire new weapon insteed of just replacing. This is easy ****e, the hardest thing i recon is moving all the things into right position. [February 10, 2003, 00:11: Message edited by: psycoarmy]

Subject: It is possible (Custom hand position and more) [included an

Posted by [Anonymous](#) on Mon, 10 Feb 2003 23:14:00 GMT

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

I would not force somebody to do something, it was just an crazy idea that comes to my mind lol. Cos I'm waiting soooooo loooong for this tutorial and can't await the release. If you say it will be included in the Renhelp 2.0 I'll try to write a nice little tutorial about that weapon thing and send it to you, so that it could be included as well.

Subject: It is possible (Custom hand position and more) [included an
Posted by [Anonymous](#) on Fri, 14 Feb 2003 03:49:00 GMT

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

I've made a small movie, from the test gun, its now all 100% working: < Download > (700 KB) You need also the DivX Codec (www.divx.com) The Imagequality is not very good, and the screencapture programm really slows down my PC, but I think you can see what I want to show you, or try to go frame byframe through the movie. You can see the Handposition, fire, reload, enter/exit animation. I think I'm now able to write a little tutorial, but it will takes 2 or 3 weeks, cos I

Subject: It is possible (Custom hand position and more) [included an
Posted by [Anonymous](#) on Fri, 14 Feb 2003 11:15:00 GMT

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

community that wants to add new weapontypes.

Subject: It is possible (Custom hand position and more) [included an
Posted by [Anonymous](#) on Fri, 14 Feb 2003 11:43:00 GMT

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

yeah, counterstrike for renegade, lol, just joking...

Subject: It is possible (Custom hand position and more) [included an
Posted by [Anonymous](#) on Sun, 16 Feb 2003 13:37:00 GMT

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

I plan to realise the tutorial tomorrow, when my new designed Mod page goes online.

Subject: It is possible (Custom hand position and more) [included an

Posted by [Anonymous](#) on Sun, 16 Feb 2003 18:45:00 GMT

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

kool... you think you can make a video tut for the weapon cause then you dont really have to explain much

Subject: It is possible (Custom hand position and more) [included an

Posted by [Anonymous](#) on Sun, 16 Feb 2003 19:19:00 GMT

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

working: < Download > (700 KB)You need also the DivX Codec (www.divx.com)The Imagequality is not very good, and the screncapture programm really slows down my PC, but I think you can see what I want to show you, or try to go frame byframe through the movie.You can see the Handposition, fire, reload, enter/exit animation.I think I'm now able to write a little tutorial,

old location only allows files <250 KB It should now work]its a little rough.
