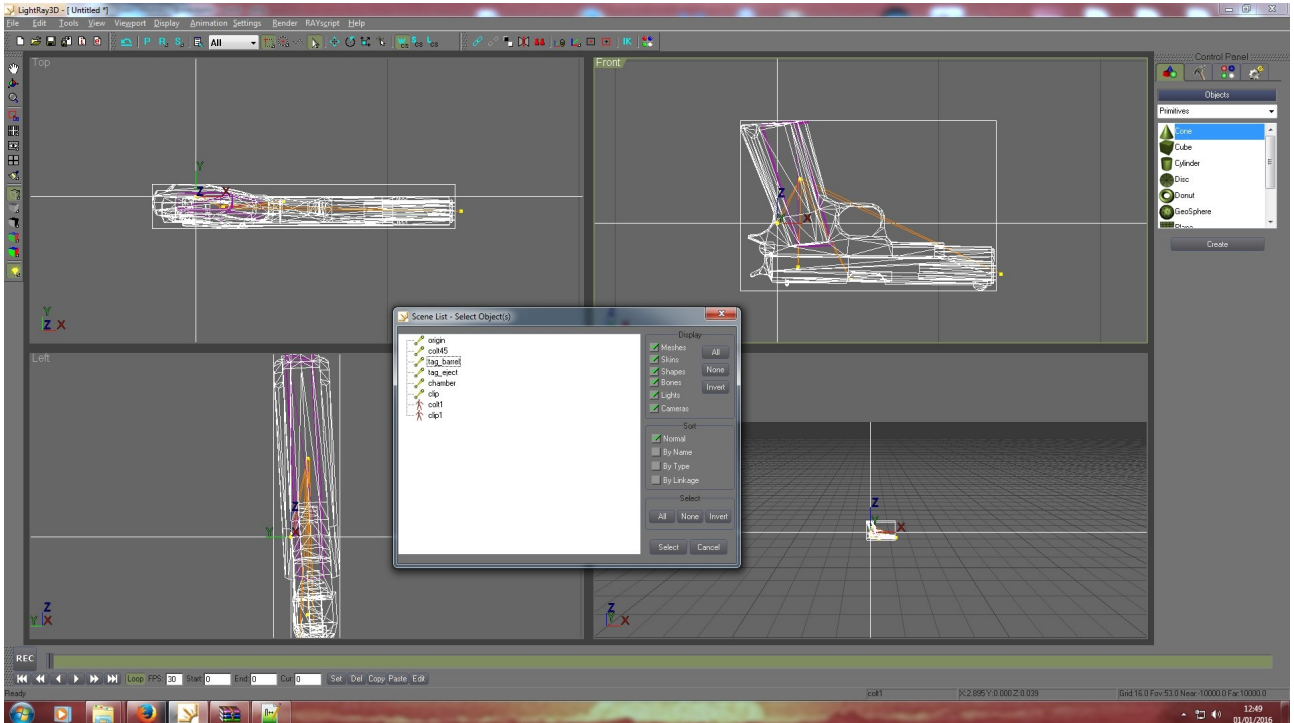
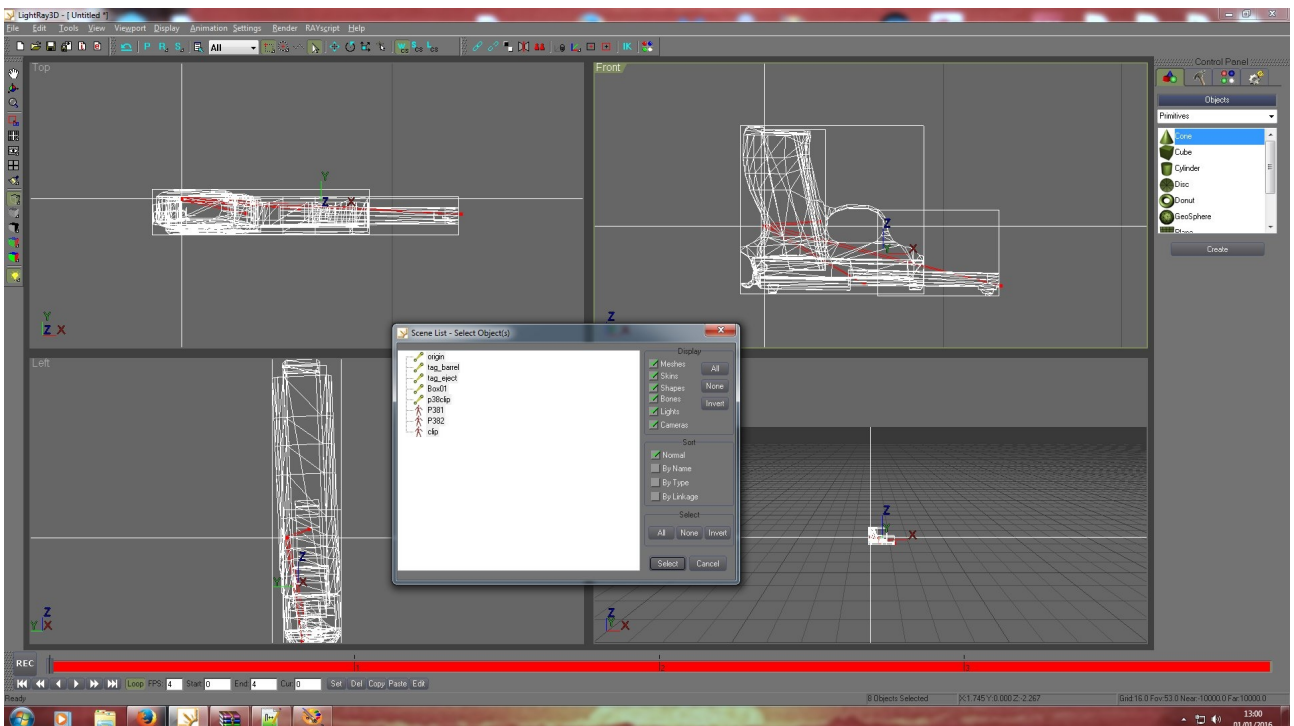


Medal of Honor (Allied Assault) Weapons Bones List + Attaching Extras by Cobra {sfx}

Colt45:

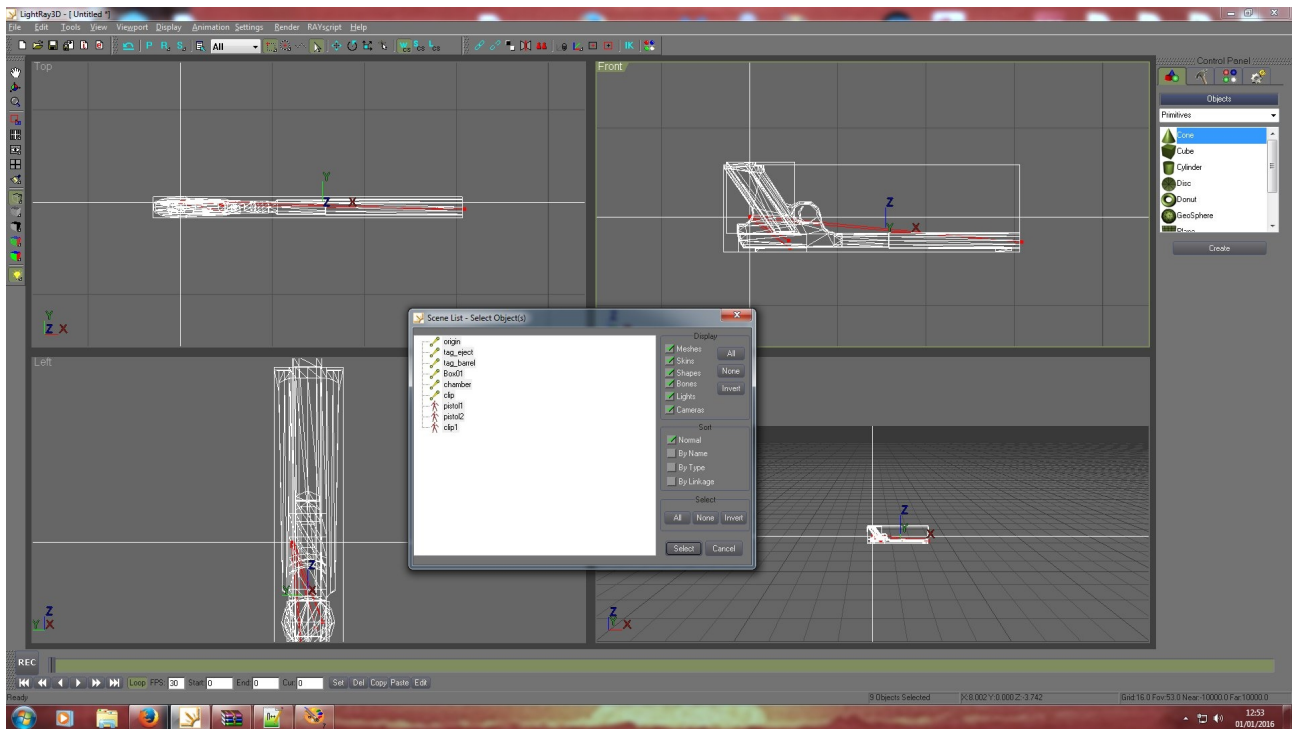


P38:

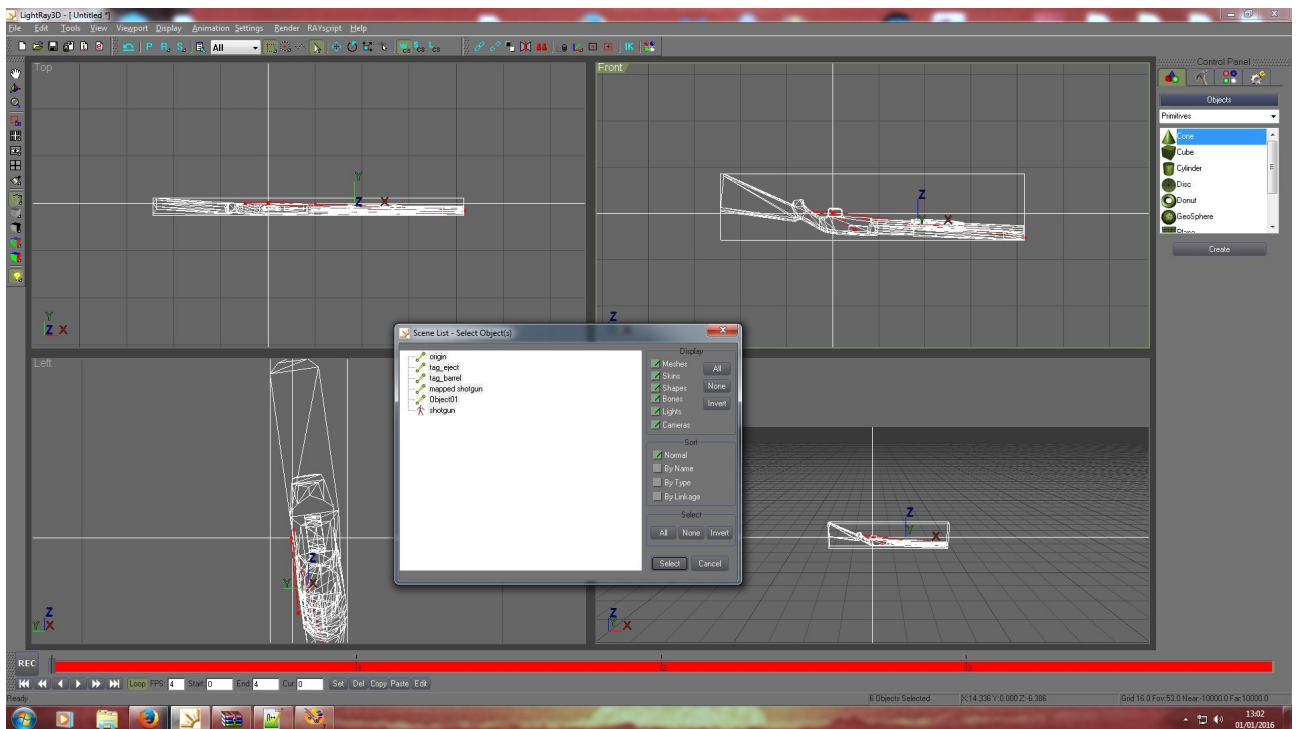


Medal of Honor (Allied Assault) Weapons Bones List

HighStandardSilenced:

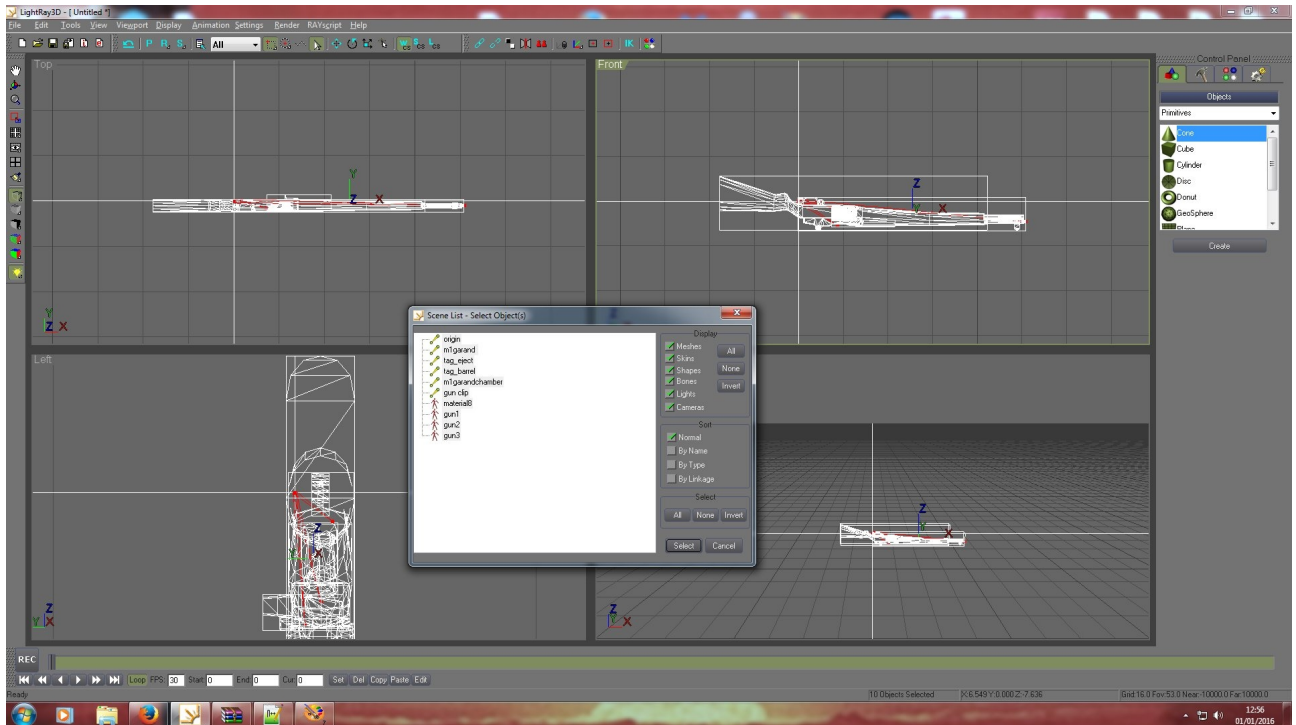


Shotgun:

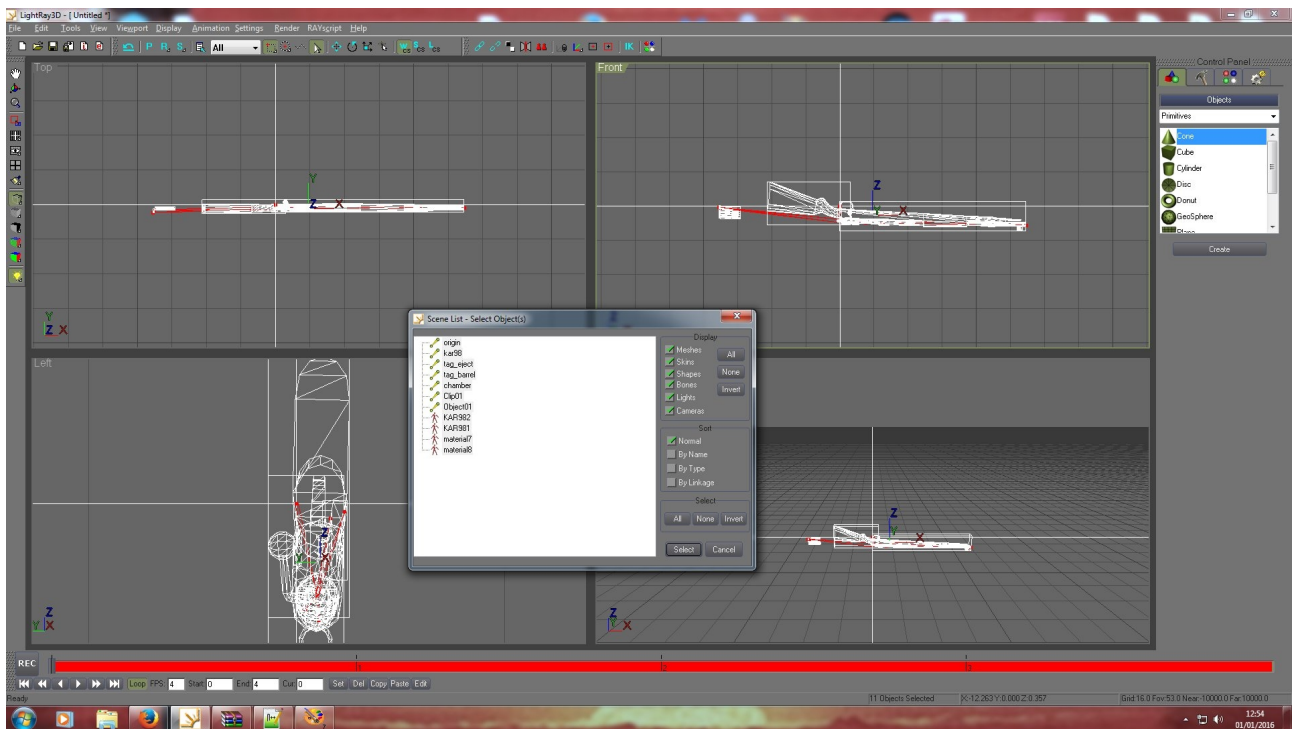


Medal of Honor (Allied Assault) Weapons Bones List

M1Garand:

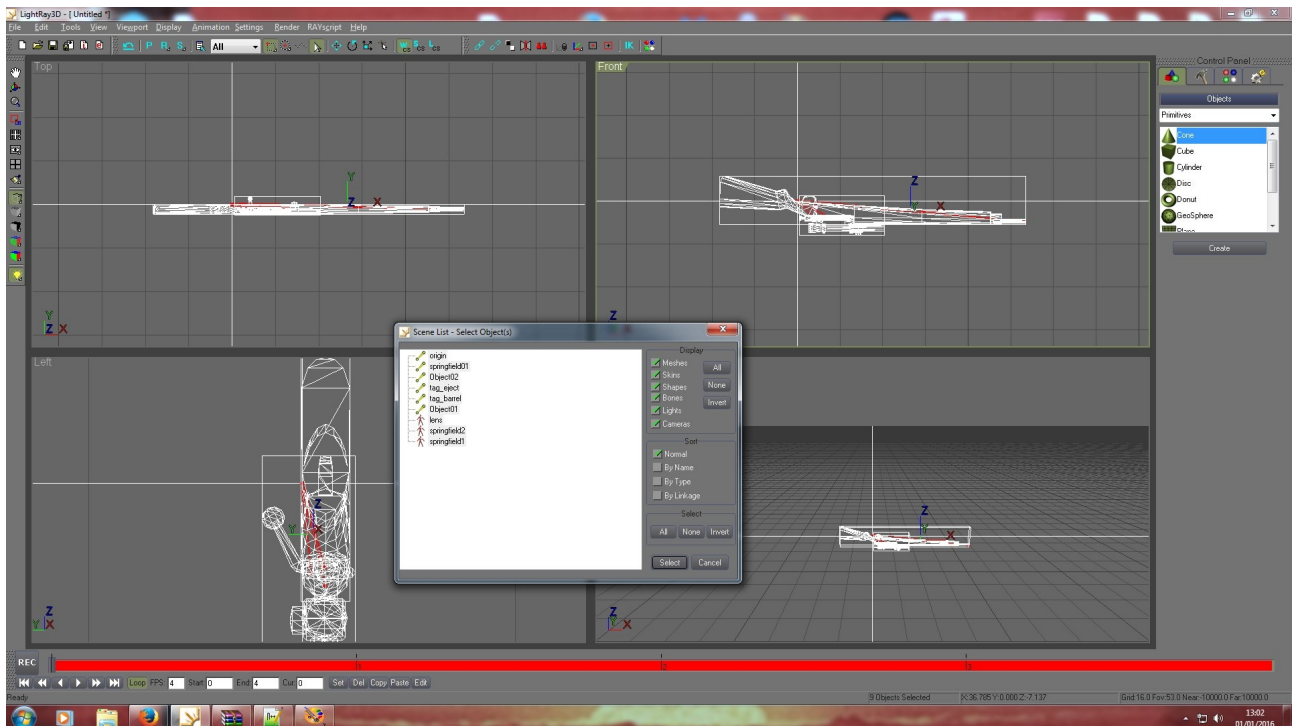


Kar98:

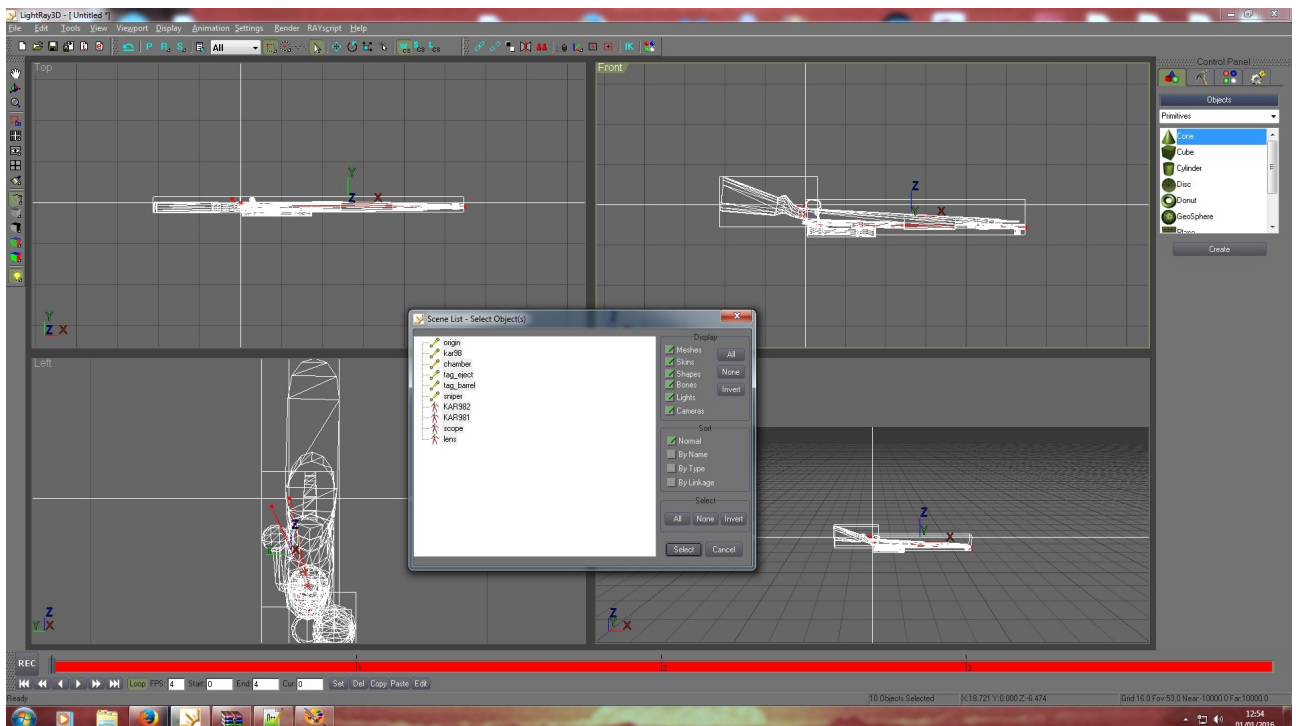


Medal of Honor (Allied Assault) Weapons Bones List

Springfield Sniper:

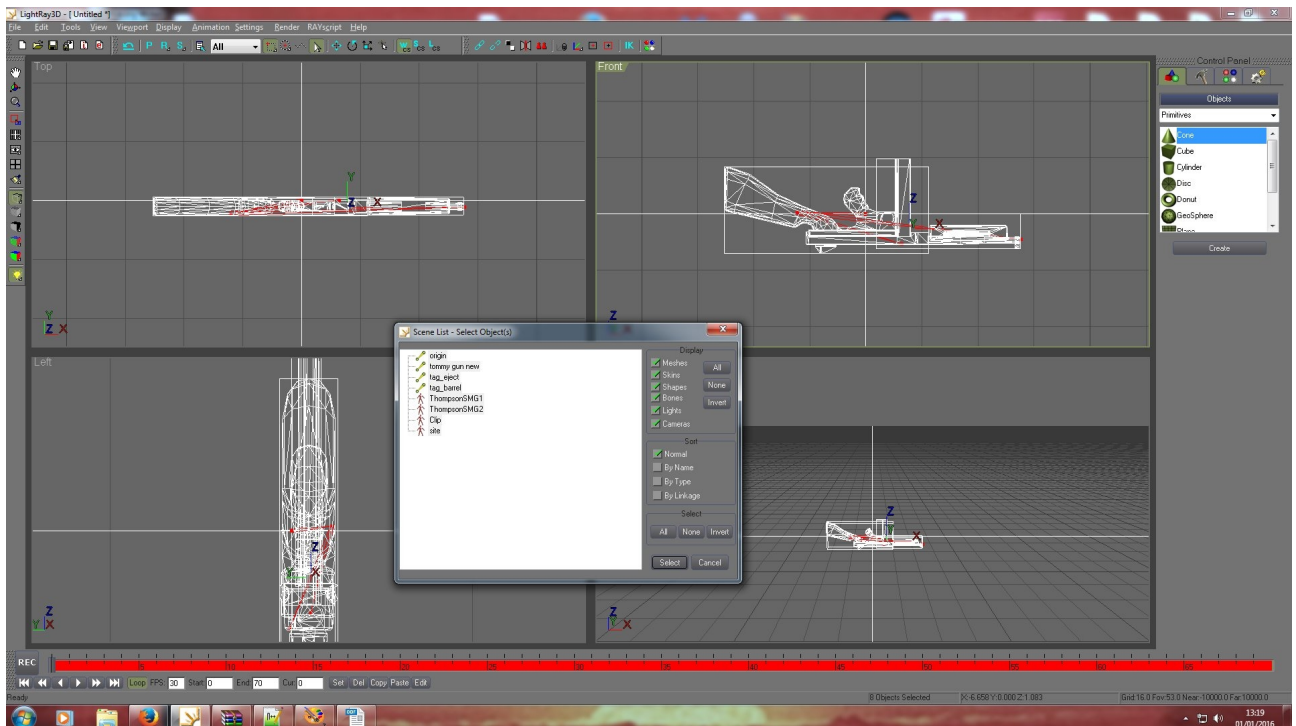


Kar98 Sniper:

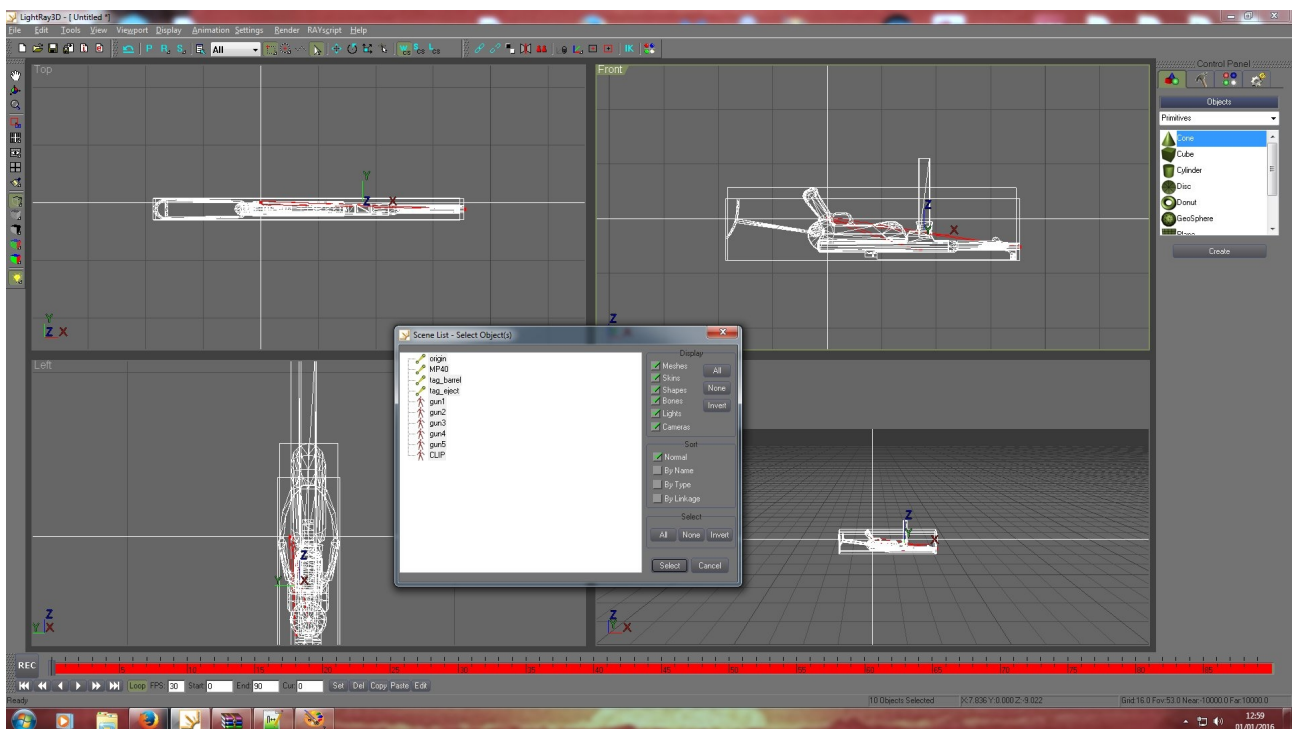


Medal of Honor (Allied Assault) Weapons Bones List

Thompson:

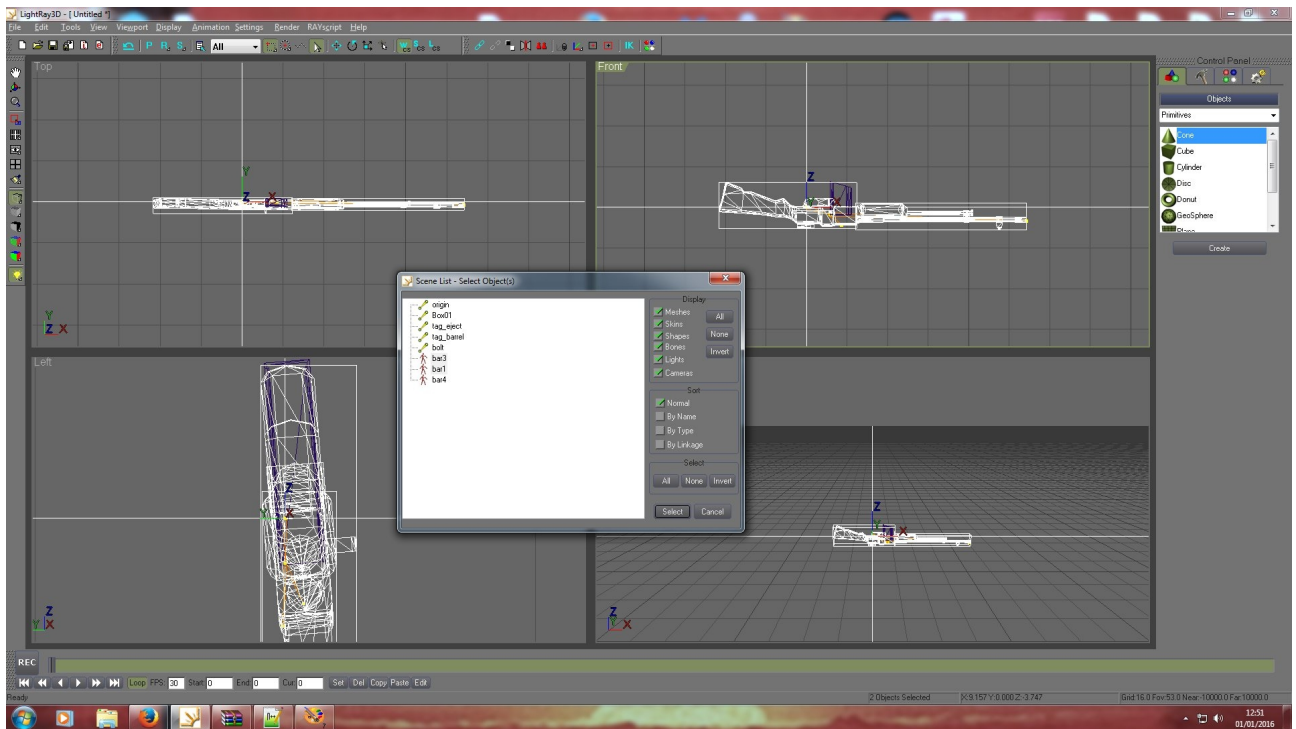


MP40:

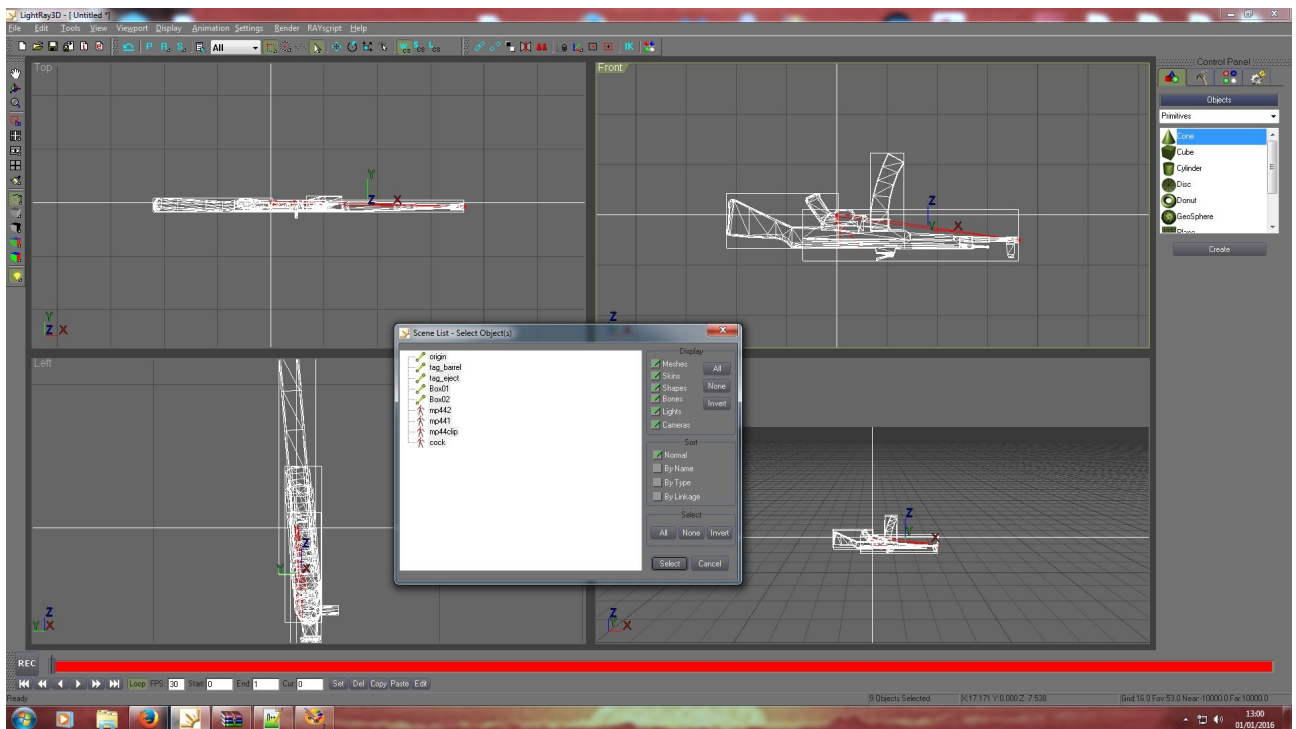


Medal of Honor (Allied Assault) Weapons Bones List

BAR:

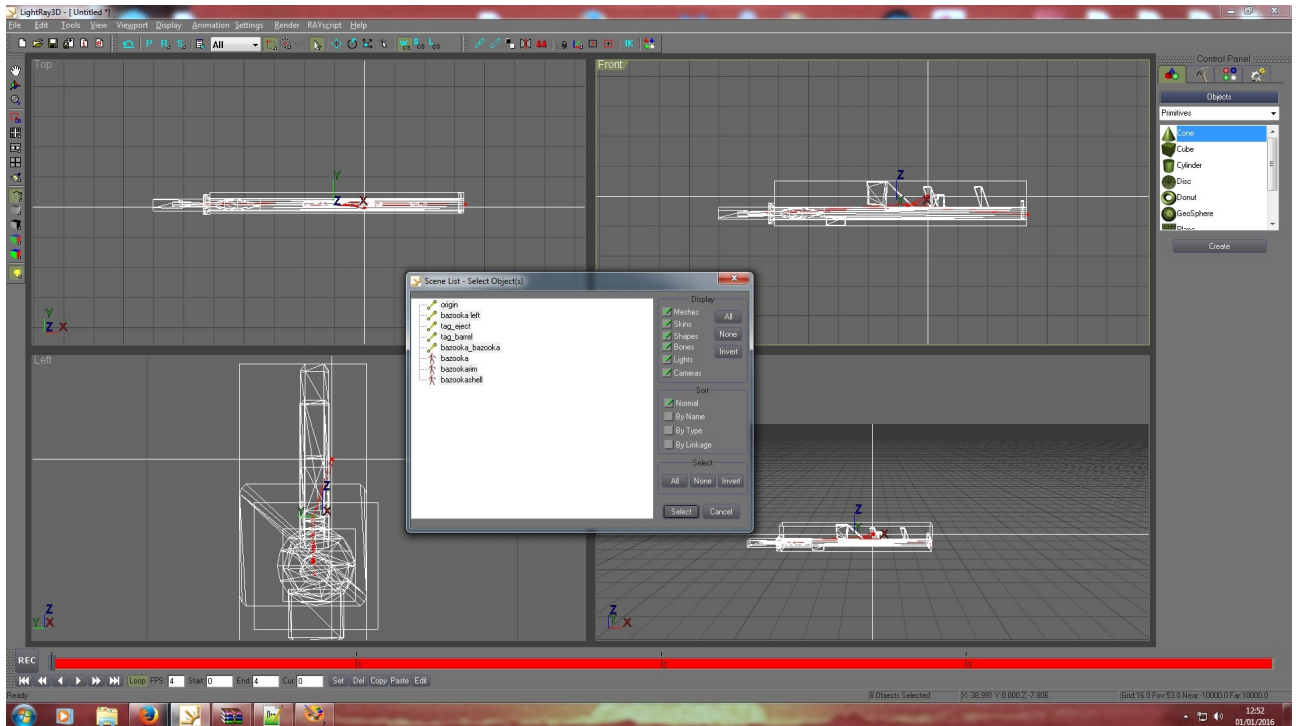


MP44:

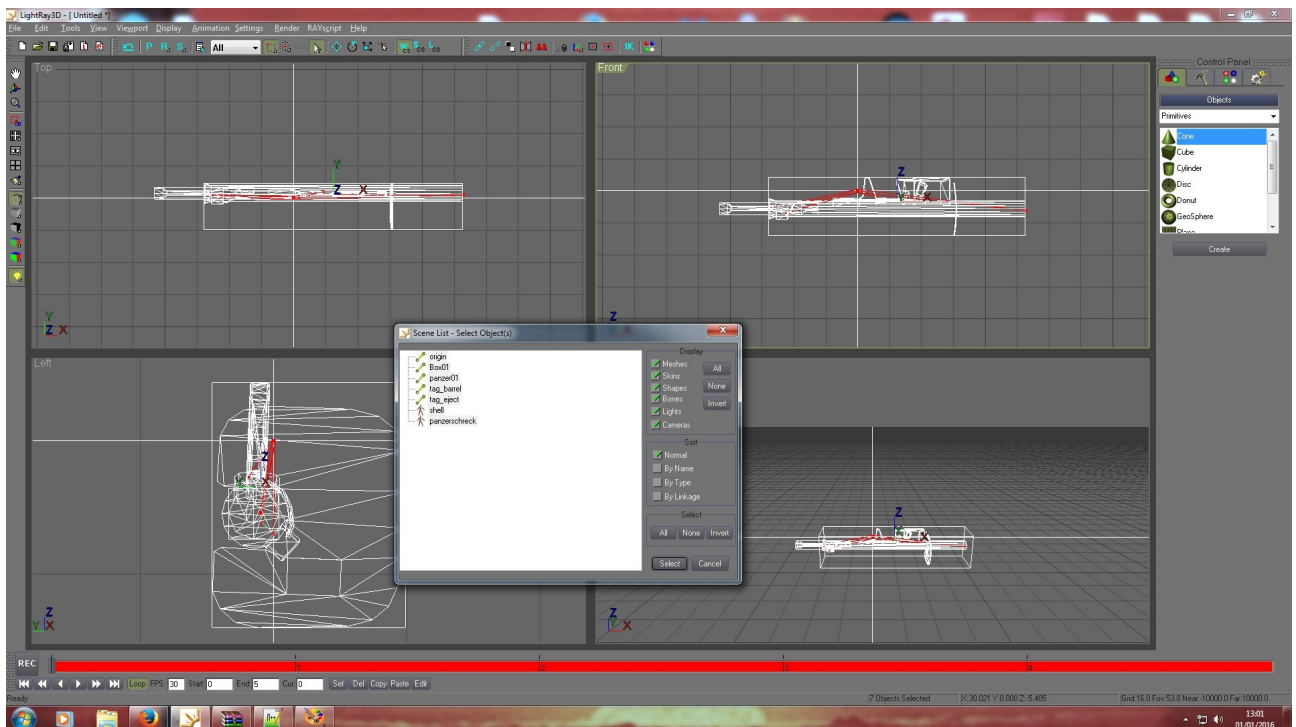


Medal of Honor (Allied Assault) Weapons Bones List

Bazooka:

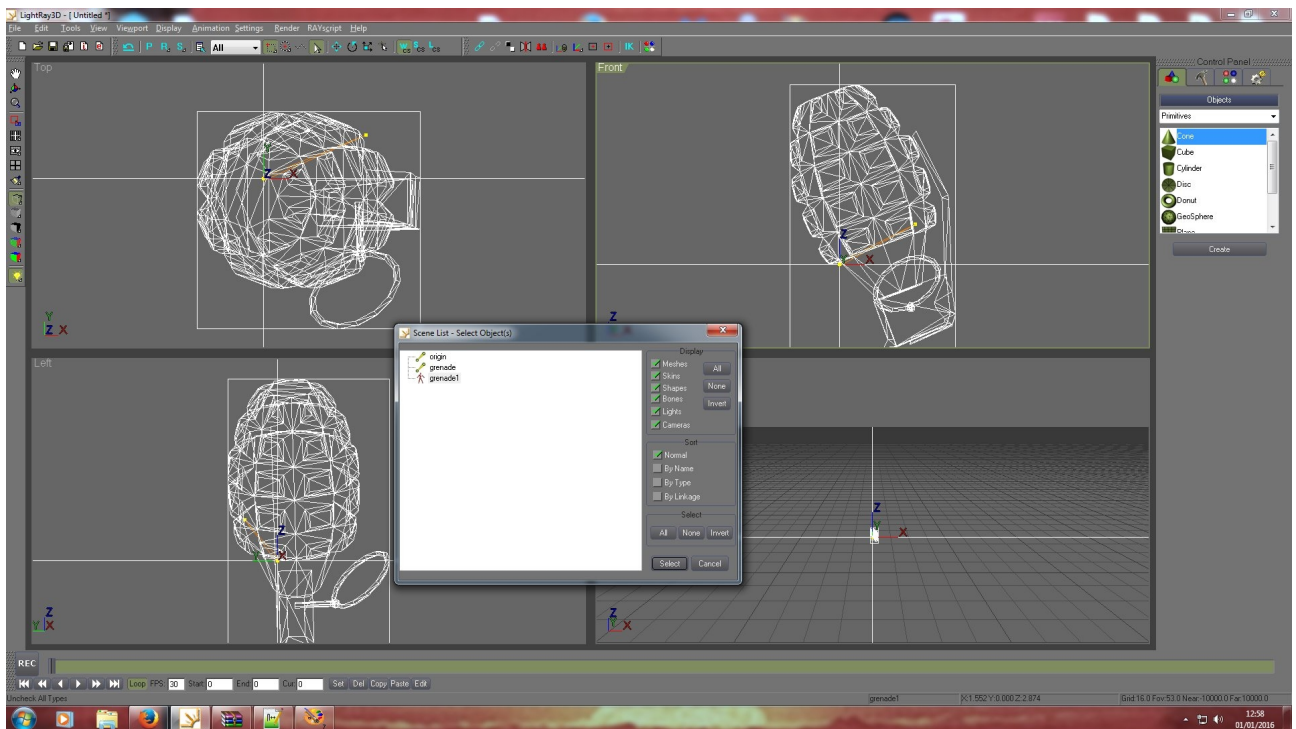


Panzerschreck:

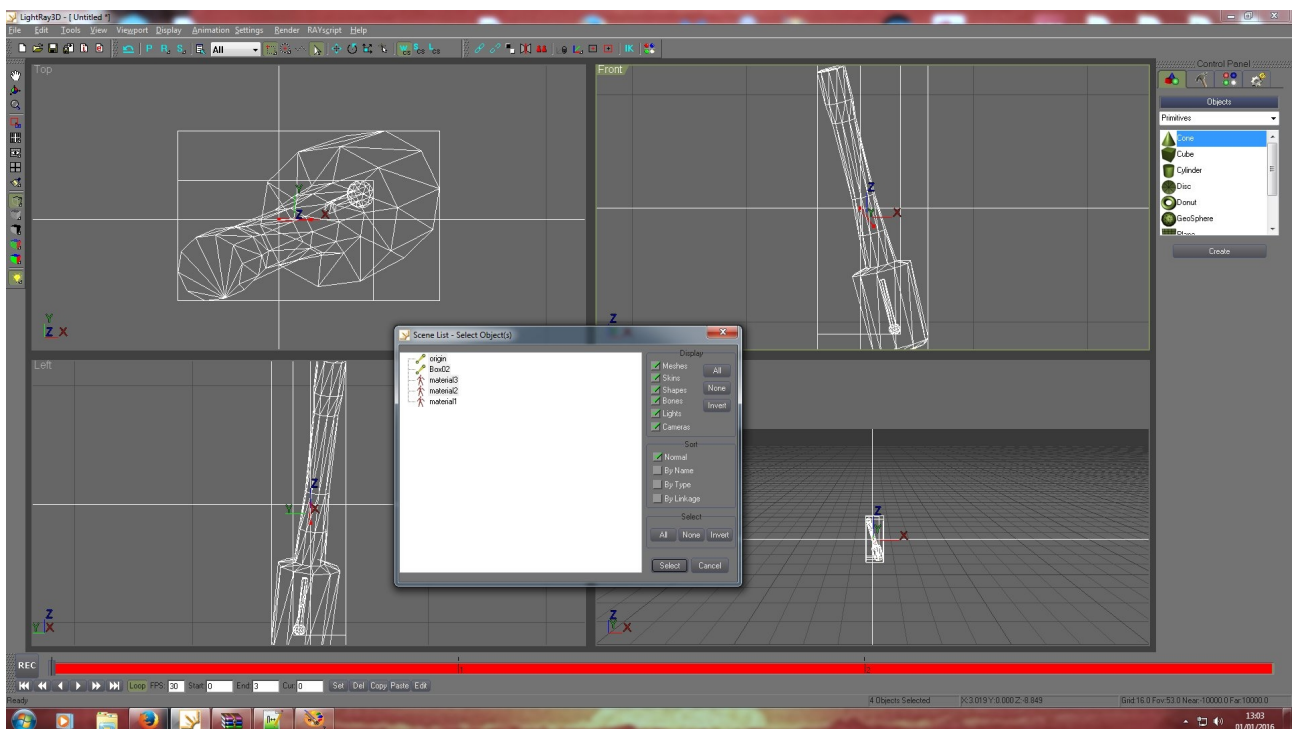


Medal of Honor (Allied Assault) Weapons Bones List

M2 FragGrenade:



Steilhandgranate:



Medal of Honor (Allied Assault) Weapons Bones List

Attaching Things:

// Lets spawn a "Dummy" player ...

```
local.guy = spawn animate health 100 solid 1 takedamage 0  
local.guy model "models/player/allied_Airborne.tik"  
local.guy.origin = ( -224.21 285.73 312.15 ) // On the Bridge on Mohdm4  
local.guy.angles = ( 0 0 0 )
```

// Now lets add a Weapon ...

```
local.gun = spawn script_model model "models/weapons/springfield.tik"  
local.gun attach local.guy "tag_weapon_right"
```



Medal of Honor (Allied Assault) Weapons Bones List

Attaching Things:

Ok not bad, lets give him a better **animation** ...

```
// Lets spawn a "Dummy" player ...  
local.guy = spawn animate health 100 solid 1 takedamage 0  
local.guy model "models/player/allied_Airborne.tik"  
local.guy.origin = ( -224.21 285.73 312.15 ) // On the Bridge on Mohdm4  
local.guy.angles = ( 0 0 0 )  
  
// Now lets add a Weapon ...  
local.gun = spawn script_model model "models/weapons/springfield.tik"  
local.gun attach local.guy "tag_weapon_right"  
  
// Give him an aiming pose ...  
local.guy anim rifle_stand_idle
```



Better :)

Medal of Honor (Allied Assault) Weapons Bones List

Attaching Things:

Suppose we want to add something to the Weapon now?

```
// Adding something to the Weapon ...
```

```
local.extra = spawn script_model model "models/static/tree_winter_midpine.tik"
```

```
local.extra scale .1
```

```
local.extra attach local.gun "tag_barrel"
```



Ok it works but not how we want it ...

Medal of Honor (Allied Assault) Weapons Bones List

Attaching Things:

If the angles aren't what you want you can manipulate them like this ...



// Lets spawn a "Dummy" player ...

```
local.guy = spawn animate health 100 solid 1 takedamage 0
local.guy model "models/player/allied_Airborne.tik"
local.guy.origin = ( -224.21 285.73 312.15 ) // On the Bridge on Mohdm4
local.guy.angles = ( 0 0 0 )
```

// Now lets add a Weapon ...

```
local.gun = spawn script_model model "models/weapons/springfield.tik"
local.gun attach local.guy "tag_weapon_right"
```

// Give him an aiming pose ...

```
local.guy anim rifle_stand_idle
```

// Adding something to the Weapon

```
local.extra = spawn script_model model "models/static/tree_winter_midpine.tik"
local.extra scale .1
local.extra attach local.gun "tag_barrel"
local.extra.angles = ( 0 0 180 )
```

Hope this is of some help to someone, go forth and experiment :)

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