HLMW/CSMW/Leader Mod 第一人稱模型標準案

(version 1.1)

甲、模型動畫

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | 彈匣供彈式手槍 | 左輪手槍 | 彈倉供彈式武器 | 全自動武器 | 栓動步槍 | 彈鍊供彈式機槍 |  |  |  |
| idle | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |  |  |  |
| Shoot\* | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |  |  |  |
| Shoot last | ✓ | ✗ | ✗ | ⍻Instantiate | ✗ | ⍻Instantiate |  |  |  |
| Aim shoot | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |  |  |  |
| Aim shoot last | ✓ | ✗ | ✗ | ⍻Instantiate | ✗ | ⍻Instantiate |  |  |  |
| Rechamber | ✗ | ✗ | ⍻Instantiate | ✗ | ✓ | ✗ |  |  |  |
| Reload enter | ✗ | ✗ | ⍻Instantiate | ✗ | ⍻Instantiate | ✗ |  |  |  |
| Reload first insert | ✗ | ✗ | ✓ | ✗ | ⍻Instantiate | ✗ |  |  |  |
| Reload insert | ✗ | ✗ | ✓ | ✗ | ⍻Instantiate | ✗ |  |  |  |
| Reload exit | ✗ | ✗ | ✓ | ✗ | ⍻Instantiate | ✗ |  |  |  |
| Reload exit with rec. | ✗ | ✗ | ⍻Instantiate | ✗ | ⍻Instantiate | ✗ |  |  |  |
| Reload mag. | ✓ | ✓ | ✗ | ✓ | ⍻Instantiate | ✓ |  |  |  |
| Reload mag. empty | ✓ | ✗ | ✗ | ✓ | ⍻Instantiate | ✓ |  |  |  |
| Reload mag. with few | ✗ | ✗ | ✗ | ✗ | ✗ | ✓ |  |  |  |
| Draw first | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |  |  |  |
| Deploy | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |  |  |  |
| jump | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |  |  |  |
| holster | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |  |  |  |
| Check magazine | ✓ | ✓ | ✓ | ✓ | ✓ | ✗ |  |  |  |
| Switch selector | ⍻Instantiate | ✗ | ✗ | ✓ | ✗ | ⍻Instantiate |  |  |  |
| Block up | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |  |  |  |
| Block down | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |  |  |  |
| Left hand on | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |  |  |  |
| Left hand off | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |  |  |  |
| Dash enter | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |  |  |  |
| Dash idle | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |  |  |  |
| Dash exit | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |  |  |  |

\*射擊動畫應該由兩部分構成：非機械瞄準狀態下看起來比較自然的腰射動作，及瞄準狀態下震動幅度較小的瞄準射擊動作。其中，瞄準射擊動作可以往不同方向輕微震動以增加打擊感。

\*\*如果存在可操控附件(如：下掛式霰彈槍和下掛式槍榴彈等)，則該附件的動作，以其類型，按此表類推。

乙、子模型

1. Left Hand

左手應當可以隱藏。

1. Weapons

如果存在外部可觀測的空倉掛機狀態，應使用不同子模型予以區分。

如果存在展示彈匣的動作，應區分裝滿或空彈匣的子模型。

1. Grenade(nail)

存在發射物時，應該包含「發射物完整」與「發射物殘缺」狀態。

1. Laser

雷射或手電筒附件不應該包含投射點，但應當包含射線(可見光)。

1. Optical scopes

圖案應當與玻璃分離。其中，圖案必須設置為高亮狀態。如果空倉掛機影響光學瞄具位置，應當針對空倉掛機時對應的位置予以補充。

\*未提及者則自由發揮，無限制。