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Subject: Reload animation and 2.Hand

Posted by [Anonymous](#) on Fri, 03 Jan 2003 16:08:00 GMT

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quote:Originally posted by Sparxxx:Just replace the rifle (w\_rifl, for 3rd p. and f\_gm\_rifl, for 1st person)Than open the f\_gm\_snipsnip in gmax and delete the rifle (not the magazine) import your magazine an attach the f\_cm\_snip to it, so that they both have the same animation. than delete

f\_cm\_rifl. note that you musst import this magazine into you 1st person model too.ya and we have done that. but we cant get it to look good or be accurate....

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