Posted by Anonymous on Fri, 03 Jan 2003 15:11:00 GMT
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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 the polys of the magazine that you

magazine into you 1st person model too.