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Subject: Weapons Explained

Posted by [Anonymous](#) on Mon, 14 Oct 2002 17:00:00 GMT

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quote:Originally posted by Havoc 89:gee.... most of us know about that you now... i thought you figured out how to make reloading animation and hand position. Perhaps you need to read again, I've explained the hand position. And for the reloading animation, it has nothing to do with the weapon, only thing you need is the magazine correctly named and exported, as I've also explained in there, as for the animation itself, it's the character that is animated. Settings are made in Level Editor. [QUOTE]Originally posted by Nodbugger: you made it way harder than it is. [/QUOTE] ROFL, you're welcome Abjab [ October 14, 2002, 17:08: Message edited by: Abjab ]

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