Subject: Re: Weapon offset
Posted by Reaver11 on Sat, 19 Jul 2008 18:12:45 GMT

You can skip the .00 behind barrel.00 etc (they are only necesary if you make other LOD's of your model barrel.01 etc)

What you have to do is animate you model. Click the animate button and make a nice rotation (I can explain how to animate if needed)