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Subject: First person view gun animation

Posted by [LR01](#) on Mon, 01 Sep 2014 21:36:47 GMT

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Hello everyone,

When you stand still in first person view you can see the idle animation of your weapon. When you walk, or run, you get a different animation. The gun shakes a bit more when you run.

I checked the animation files but I can't find any animation that would be played. AFAIK there is only a animation for enter, exit, idle, fire and reload.

So, did I miss something or is it the engine that does this?

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