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Subject: Fire/idle anim in LE  
Posted by [jamiejrg](#) on Sun, 25 Mar 2007 20:21:05 GMT  
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Why is it that when making a weapon preset in LE that there is a spot for Fire/idle anim but it doesnt diferentiate whether it is for the gun model or the hand model.

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Subject: Re: Fire/idle anim in LE  
Posted by [jamiejrg](#) on Sun, 25 Mar 2007 21:23:42 GMT  
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Sorry to double post but this is realy weird.

Where the hell am i supposed to put in my reload anims for gun and hands?

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Subject: Re: Fire/idle anim in LE  
Posted by [Oblivion165](#) on Mon, 26 Mar 2007 02:25:08 GMT  
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<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=53>

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Subject: Re: Fire/idle anim in LE  
Posted by [jamiejrg](#) on Mon, 26 Mar 2007 20:13:24 GMT  
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Oh, so if i follow the naming scheme LE will pick em up?

Also, what are those slots for. "Idleanim" and "Fireanim" Anything specific?

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Subject: Re: Fire/idle anim in LE  
Posted by [Jerad2142](#) on Mon, 26 Mar 2007 22:49:48 GMT  
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3rd person.

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