Subject: Who wants to participate in a semi-open beta test of Bunkers
Posted by Anonymous on Thu, 14 Nov 2002 12:54:00 GMT
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Ok, I had problems 2.. so if you don't already know:first open the f_gm_snip.gmax file then delete the all objects except for the f_cm_snip.Next merge your model and adjust the snip so it is smaller then your magazine and position it inside it.Then attach your magazine to the snip like this. select the f_cm_snip and then click attach list and select your mag.That should do the reload anim, you should adjust the key for the visibility on the mag...export as pure anim with the bones of the gun.Note: don't forget to change the mag name.