
Subject: Shotgun animation "runs away"

Posted by [Nassepossu](#) on Wed, 20 Sep 2006 12:46:18 GMT

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So yes. I have problem when I'm trying to make shotgun reload animation slower. When I'm ready with the animation i normally export to W3D with options pure animation and use skeleton from other file (XXX(what is was?)_skeleton). Then i put it to renegade data folder and try it and when i try to reload the shotgun it looks like this: <http://koti.mbnet.fi/topikuu/kuva.bmp>
