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Subject: Re: Pistol mod request  
Posted by [Slave](#) on Thu, 21 Dec 2006 15:40:41 GMT  
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im not sure if i understand what you mean, why would the pistol zoom?

can't you just use the w3d files of the already existing pistol, delete the model, keep the bones, and put the pimped pistol model at exactly the same spot where the original was? maybe this will also let it use the existing animations, but im not sure, because im not deep into ren modelling.

edit:

just to make sure were on the same wavelength  
are you talking about the mp7, or standard pistol with the "roll cage"

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