Subject: First Person Secondary Fire Animation Posted by Jerad2142 on Wed, 07 Feb 2007 00:52:17 GMT View Forum Message <> Reply to Message

A while ago I think I saw a weapon that had a different first person fire animation than its primary fire animation. Does anyone know how to name the animations to do this (ex primary fire animation is f_ha_weaponname_fire, but what is the secondary fire)?

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