Subject: Re: First Person Secondary Fire Animation
Posted by Slave on Wed, 07 Feb 2007 17:39:51 GMT

How would one get those to work?

For example, i checked out the efire file of the chaingun. In this animation the player jams the weapon with his hand, to fire one well aimed shot (or for whatever reason he jams the rotation).

Can one gun contain 2 firing animations, and if so, how to set this up in leveledit?