
Subject: Re: Gmax/Max - animate visibility of an object
Posted by [Oblivion165](#) on Thu, 26 Jul 2007 02:41:01 GMT
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The way I do it for animated clip reloads is to leave the clip in the model and animate it leaving the gun for the reload animation. The clip always leaves downward but appears to be more complex because of the angle of the gun at the time.
