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Subject: Re: Gmax/Max - animate visibility of an object

Posted by [Slave](#) on Mon, 10 Dec 2007 20:20:38 GMT

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Bump.

While reading through this tutorial, <http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=52> , I felt like editing the existing AutoRifle, to give it a more futuristic look.

Based on the files I downloaded from the tutorial, I came up with this. It is supposed to be a weapon replacement for the automatic rifle.

Just like DeathLink6.0 I'm stuck with the issue of duplicate clips, and I could not find a fix. Who can help?

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