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Subject: Re: Weapons

Posted by [Jerad2142](#) on Wed, 17 Sep 2008 05:31:26 GMT

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Gen\_Blacky wrote on Mon, 15 September 2008 21:10i have f\_ha\_ak47\_enter.W3D ,  
f\_ha\_ak47\_exit.W3D , f\_ha\_ak47\_fire.W3D , f\_ha\_ak47\_idle.W3D , f\_ha\_ak47\_relod.W3D

it was made for a replacement for the auto rofle with new hand animations i renamed the w3ds  
with w3dren maybe w3dren messed something up would it be easier to hex edit it or w3dren isn't  
the problem ?.

Hex editing is really easy, but it looked like the animations were actually all working right, I would  
just suggest that you pull the gun's w3d model backwards a little bit so it looks like its sitting in  
your hands correctly.

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