
Subject: Re: f_ga_pist_relod help
Posted by [ErrorR](#) on Fri, 01 May 2009 16:07:22 GMT
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Gen_Blacky wrote on Fri, 01 May 2009 18:48make a animation and export with skeleton.

If you are using an existing animation and clip stays in the gun when reload its a bone problem.
i don't know how go msn
