If you'd like to rig it you have to:
-Import the model you want to replace
-Align your model to the one you want to replace (if the size varries, then try aligning handle to handle).
-After done aligning delete the old model.
-Move the eject bone (green thing) to the place where you want shells to come out (usually it's set up for the bullets to come out at an angle).
-Move the MuzzleA0 bone to where you want the bullets to come out.
-Select the green things (both) and go to: the hammer tab > W3D settings > and untick []Export geometry.
If you want a muzzleflash then, make a copy of muzzlea0 and rename it to mz_weapon1/3 (1 is first person muzzle flash, 3 is third person muzzle flash) make it a little smaller and align it to the center using the Align Tool .
-Next select the muzzle flash bone, and press Link now click on the MuzzleA0 bone and then chose any tool (rotate, move etc.) for it to link.
-Now export it as a Hierarchical model.
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f_gm_weapon - first person
w_weapon   - third person
p_weapon   - powerup (requires animating)
w_weapon_b - back model

replace weapon with the name of the weapon.

rifl - autorifle
snip - sniperrifle
rprg - repair gun
rock - rocketl
chng - chaingun
pist - pistol
lsrr - laser rifle
lsrg - laser chain
tibf - flechette
tibb - sydney tib rifle
flmt - flame thrower
shot - shotgun
ionc - pic
ionb - ion beacon
nuke - nuke beacon
rail - rail gun
volt - volt auto rifle
I think that's all   , now about the reload animation, i can't help.

File Attachments

1) Align.PNG, downloaded 266 times

2) Link.PNG, downloaded 246 times