Hello,

I've downloaded some new weapons from different forums.
I've placed them ingame as new weapons, but I have a problem.
The weapons look really good, but when you go to first person view, the guy will allways hold it like a handgun...
I've made some pictures of it. Don't mind the giant orange lines inside the pictures.. I've used a demo program silly me.

Problem 2: I have used weapons which have a reload animation in W3Dviewer, but the reload animation won't work ingame.

Toggle Spoiler
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File Attachments
1) 20110101114240806.jpg, downloaded 823 times

2) 20110101115416333.jpg, downloaded 825 times

3) 20110101115420315.jpg, downloaded 795 times

4) 20110101115428395.jpg, downloaded 812 times

5) 20110101115446947.jpg, downloaded 815 times

6) 20110101115449587.jpg, downloaded 799 times
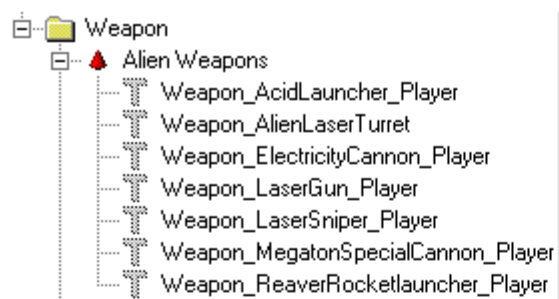
7) 20110101115439198.jpg, downloaded 784 times

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8) 20110101115441355.jpg, downloaded 797 times

9) Hand Positions.png, downloaded 660 times

Each weapon has it's own new Ammo and explosions.

```
⊟ 📁 Weapon
   ⊟ 🔺 Alien Weapons
         ⊤ Weapon_AcidLauncher_Player
         ⊤ Weapon_AlienLaserTurret
         ⊤ Weapon_ElectricityCannon_Player
         ⊤ Weapon_LaserGun_Player
         ⊤ Weapon_LaserSniper_Player
         ⊤ Weapon_MegatonSpecialCannon_Player
         ⊤ Weapon_ReaverRocketlauncher_Player
```

Even if I don't set the style to "handgun", he stills hold it like one....

Edit object

General | Settings | Dependencies

Style | Hip

Model
new\weapons\reaver rocketlauncher\w_reav.w3d

IdleAnim

FireAnim

BackModel
new\weapons\reaver rocketlauncher\w_reav_b.w3d

SwitchTime | 2.000

ReloadTime | 0.000

KeyNumber | 5.090

☐ CanSnipe

☑ CanReceiveGenericCnCAmmo

OK   Cancel   OK & Propagate...