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Subject: Re: Changing the name of a .w3d model  
Posted by [Gen\\_Blacky](#) on Fri, 29 Mar 2013 17:12:32 GMT  
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You need to rename the hand animations as well.

I imported the animations for the flamethrower a long time ago. Should work by just reexporting with a different name to work with your other weapon.

### File Attachments

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1) [f\\_flmt.zip](#), downloaded 218 times

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