Subject: Re: Changing the name of a .w3d model Posted by Gen\_Blacky on Fri, 29 Mar 2013 17:12:32 GMT

View Forum Message <> Reply to Message

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

1) f\_flmt.zip, downloaded 154 times