Subject: Re: First person view gun animation
Posted by LR01 on Thu, 04 Sep 2014 21:58:53 GMT

jonwil wrote on Mon, 01 September 2014 23:58The animations used for that are F_CA_IDLE, F_CA_WALK and F_CA_RUN.
It has nothing to do with the human animations (in first person anyway)

Indeed, those are the files I'm looking for, thanks.
I do find it strange they only made unique idle animations for guns. Though I guess there was no time for unique walk and run animations.