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Subject: Rifle Replacement

Posted by [Nodbugger](#) on Sun, 23 Nov 2003 19:47:42 GMT

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--oo00o00oo--Nodbuggeri should start remaking my model replacements. Mine had muzzle flash. But I couldnt do first person models correctly, yours doesnt look like you changed it either.

could u tell me how to add the muzzle flash?

Well its a bone. If you open something like w\_rifle.w3d

there should be a bone in there called something like muzzle\_0 or muzzleflash\_0. Anyways it has muzzle in it. And just put that bone at the end of the barrel and it should be there.

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