Subject: Fire Animation
Posted by Spice on Wed, 30 Jun 2004 18:51:01 GMT

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1.Just Import the original chaingun into Gmax or 3Dsmax (whereever you modeled it)
2.Freeze the original Chaingun and merge your model of it.
3.Make your model have the same peices and joints as the old chaingun
4.Delete the old one and replace it with the new one in place.
5.Export it

taDa Try it , most Definatly it will work and you will have the same WW firing animation on your new model.