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Subject: Fire Animation

Posted by [Spice](#) on Wed, 30 Jun 2004 22:18:29 GMT

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SeaManEXdeath7

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

The chaingun is not animated. Only the 1st person version animates.

ok so he wants vehicle weapons to animate such as the wolverines chaingun?

If so he can always make the animation and set it to play when he fires , though it isnt needed.

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