Subject: f_ga_pist_relod help
Posted by ErroR on Fri, 01 May 2009 13:14:44 GMT
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So, i have a pistol, it has everything except the thing that when it reloads the original clip stays in place and the hand magicly clones the clip and reloads. I know its done threw track view selected, but i can't figure how to do it, a lil help please.

Subject: Re: f_ga_pist_relod help
Posted by Gen_Blacky on Fri, 01 May 2009 15:48:50 GMT
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make a animation and export with skeleton.

If you are using an existing animation and clip stays in the gun when reload its a bone problem.

Subject: Re: f_ga_pist_relod help
Posted by ErroR on Fri, 01 May 2009 16:07:22 GMT
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Gen_Blacky wrote on Fri, 01 May 2009 18:48make a animation and export with skeleton.

If you are using an existing animation and clip stays in the gun when reload its a bone problem.
i don't know how go msn