Subject: RE: weapon replacements for renegade
Posted by Jerad2142 on Sat, 24 Feb 2007 07:54:39 GMT
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Urimas wrote on Fri, 23 February 2007 07:05well theres another thing i can only animate if the habds are part of the model the real hands are way off the screen xD

You have to modify the f_ha_ models to get the hands to animate, f_ga_ is for the weapon animations.