Subject: Re: Gmax/Max - animate visibility of an object
Posted by jamiejrg on Thu, 26 Jul 2007 01:36:14 GMT

View Forum Message <> Reply to Message

Make sure that in your first person model the clip mesh is detached from from the rest of the mesh. Then make sure your clip is called f_cm_**** The f meaning first person, the cm meaning clip mesh, and the **** is the 4 letter notation for the weapon, i think it's snip not sure tho. The game should do the rest.