
Subject: Re: Changing the name of a .w3d model
Posted by [Gen_Black](#)y on Fri, 29 Mar 2013 17:12:32 GMT
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You need to rename the hand animations as well.

I imported the animations for the flamethrower a long time ago. Should work by just reexporting with a different name to work with your other weapon.

File Attachments

1) [f_flmt.zip](#), downloaded 125 times
