
Subject: Re: Shotgun animation "runs away"

Posted by [FynexFox](#) on Wed, 20 Sep 2006 23:56:55 GMT

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You probabbly moved the gun bone, assuming you were fiddling with the hands. Please explain, did you mean relaod where the renegade char laods new round in, or when thew gun kicks back and pumps the gun(in this case the fire animation). My answer still stands, you probabbly moved the gun bone over a bit by accident.

its f_skeleton btw.
