**Cosmetic attacment system for Toaster Arena weapons**

Attachments are skeletal meshes that share the same rig as the base weapon

There will be 2 types of attachments  
- Additions

-Replacements  
  
Replacements Replace a part of a weapon, Ex. Triggers, handles, Mags and other parts that are animated   
  
Additions are attachments that can be added to a weapon and are not animated  
Like supresors, sights  
  
  
If it's rigged then it can most likely be changed  
(Changed parts might not have custom skin support)

Best that can be done is some sort of color mask to allow for player custommmisation simmilar to armor colors  
  
Replacement attachments need to share the same rig as the weapon   
  
Addition attachments don't need it  
  
Setup in engine is diferent too