

---

Subject: Vehicle Exporting Questions

Posted by [Anonymous](#) on Sat, 15 Feb 2003 07:19:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

bones are simple things, just make a box 0.1x0.1x0.1 and give it the right name, then in W3D tools make sure the export geometry box is unchecked. I think the one you need is named "MuzzleA0" or "MuzzleB0", depending on whether the C4 drop is primary or secondary fire. Put it where you want the C4 to emerge from and set the pivot so the red arrow points in the direction you want the C4 to go.

---