
Subject: Is there a way to disable animation looping?
Posted by [StoneRook](#) on Sat, 26 Apr 2003 12:17:29 GMT
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I haven't played with vehicle animation (gotta do that sometime) -

but - wouldn't the bone turning on and off work?

If you tie the emitter bones to the muzzle bone - and it is visible - that should cause the emitters to start?

Once i finish this map pack - i will try my hand and vehicle animation --- maybe something will hit me in the head?
