Subject: Re: Weapon offset
Posted by Veyrdite on Fri, 18 Jul 2008 23:59:37 GMT

Darknes2 wrote on Sat, 19 July 2008 09:10yeaaa i made a prism towe and the last problems i have are animating it, i made the head tuern in renx when i made it but i set the anim to prism_ext.prism_ext and it does nothing. and most importantly this

how do i get the weapon to shoot from the head?
heres what it looks like in renx

the preset is under mounted vehicles.

help please

Place the object on your map at X0,Y0,Z0. If you can't see the trail then it's because for some reason the vertices of something arn't attached to your model, rather the map.

P.S. Why do you use Norton?