
Subject: Big Gun Destruction Animation

Posted by [rrutk](#) on Wed, 14 Jan 2009 13:53:13 GMT

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

Some1 knows, why this Big Gun Destruction Animation dont work, if i set it in Leveledit as an explosion (and link the preset to it)?

File Attachments

1) [x3c_biggun.w3d](#), downloaded 122 times
