Subject: New turret I want to make
Posted by Dante on Sat, 01 Nov 2003 05:31:19 GMT

world box is not a bone, it is an AB box, and no you don't need an origin for a stationary vehicle.

also forgot to add that when adding the named firing animation, place it like the following "w3dfilename.w3dfilename" under Fire0 Animation which is your w3d's filename for the turret (ex. v_turret.w3d" without the w3d repeated with a . in the middle.