Subject: Airstrike. possible? Posted by htmlgod on Wed, 14 Apr 2004 11:54:14 GMT View Forum Message <> Reply to Message

The problem isn't making an animation, its detecting where the strike should hit. You see we must have a projectile fired (in the case of your example, a laser), and then determine where that projectile hits the ground, because that is where the animation must be played.

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums