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Subject: Cluster Munitions, is it possible?

Posted by [Anonymous](#) on Fri, 21 Feb 2003 15:10:00 GMT

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Hmmm, now if I find the controler files and can view how it is layed out, I might be able to figure out something. I didn't know it was a series of different animations, I thought it just called in a missile drop command(dropping a w3d model) and then played one animation, after the time delay was over. I'll try and figure something out. Might even be able to link this up with the demolition truck I have been playing around with. Its death animation does not work correctly and the weapon does not kill the unit. The weapon only dammages other objects half of the time... flawed animation/weapon/vehicle

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