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Subject: Exporting animation?

Posted by [Anonymous](#) on Tue, 28 Jan 2003 06:40:00 GMT

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What I was thinking was an assault type map with Nod having a command chinook with a PT attached to a custom bone within the helicopter as well as two little turrets (one on each side of the chopper) for defense, every once and a while the chopper will pick up and fly to a new location when you enter a zone. I know all of this is possible, just gotta figure out the animation stuff.

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