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Subject: Vehicle Animation possible?

Posted by [Anonymous](#) on Sun, 10 Nov 2002 06:37:00 GMT

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You would make a seperate animation - attach it to your model via a bone --when the bone is exposed (track view - hide/unhide) - the animation plays. Look at the Refinery when the harvester comes back -- see the arms coming out? and the T-Gas? all animation.(the WF is the same way)(in the bay)

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