
Subject: C&C_Tempest, the first map to premier Stonerook's concep
Posted by [Anonymous](#) on Sat, 21 Sep 2002 13:53:00 GMT

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Make sure they're box/meshes not dummy objects.If that doesn't work, try linking them to a seperate Transform (Bone) enabled mesh/box that disappears and appears at a certain time. This worked for me.
