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Subject: Working SSM Launcher model

Posted by [PCWizzardo](#) on Sat, 21 Aug 2004 04:16:00 GMT

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actually, I have found that it IS the model which is messed up. I once tried to modify the vehicle preset(to give it a different weapon), but I found that it fired from the origin. Upon importing the model into GMax, using the W3D Importer MaxScript, I found that it had no turret, barrel, or muzzle bones. That is why it works incorrectly. The SSM weapon is also wrong in that the muzzle velocity is nearly zero.

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