Posted by WNxCABAL on Sat, 12 Mar 2005 01:05:40 GMT
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-0 Play_Animation, 2, "V_NOD_Heli.X3D_ComCrash", 0

That is an example of a cinematic WW wrote.
This (V_NOD_Heli.X3D_ComCrash) causes any object to start spinning out of control from one location to another.

So its a bone to which makes an object do the above.
The question is, where the hell is it lol
And, if possible how I do I view and/or edit it