Subject: Viewing Animations like V\_NOD\_Heli.X3D\_ComCrash Posted by WNxCABAL on Sat, 12 Mar 2005 01:05:40 GMT View Forum Message <> Reply to Message

-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

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