Subject: Re: Having a small problem with JFW_Base_Defense_Animated
Posted by NeoSaber on Wed, 25 Jan 2006 19:53:23 GMT

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Perhaps separate the important bones from the animation. Leave the muzzle, barrel and turret bones sitting where they need to be when the gun is deployed. Attach separate bones to them that the gun model would be attached to. You could then animate the "secondary" bones to deploy/undeploy the model, while the important bones always remain in a "ready to fire" position. The AI shouldn't be bothered if the 3D mesh is animating all over the place, as long as the important bones stay in the right spot.