
Subject: Re: Flyable Comanche?....

Posted by [Sir Phoenixx](#) on Wed, 07 May 2003 02:50:30 GMT

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tarsonis9 Anyone here who knows cinematic scripting, is it possible to make a comanche flyable, and not simply attach it to a bone of another vehicle? (what I mean is, make it so you can fly the comanche, use its weapons, stuff like that, not attach it to a bone of a flying vehicle that's invisible so that it appears that you are flying a comanche)

Thanks for any help

- tarsonis9

Um, use the apache bones, merge the comanche mesh and create a new VTOL vehicle...
